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✓ News and previews ✓ First GameCube and GBA news
✓ Most tips ✓ Every N64 game tested ✓ Best Pokémon info

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ISSUE 107

FIRST GAMECUBE PLAY

LUIGI'S MANSION

p6

Move over Mario! Read all
about Nintendo's spook fest

DONKEY KONG RACING

Sizzling new shots and info
to make your mouth water

p78



MARIO ADVANCE

Hot tips you'll
need to win



p64

LEGEND OF ZELDA

Link's back in a
classic GBC quest

GB MAG



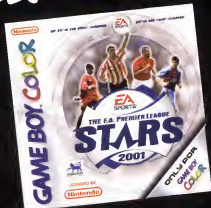
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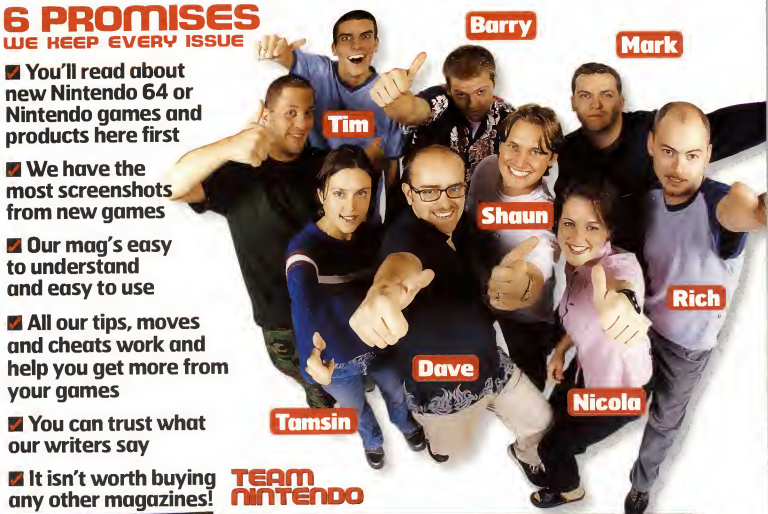
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Quick flick! ▶▶ Check out the first playtest of Luigi's Mansion on GameCube, p6

Nintendo 3

Only in this

Nintendo

OFFICIAL MAGAZINE

Luigi's Mansion

Go to
page 6

Move over Mario,
we've played your
brother's new game.
Ready to jump?

✔ First playtest ✔ First impressions

We show you...

- How it works
- Spooky characters
- Top moments

Kirby 64 The Crystal Shards

Go to
page 14

Big pink blob wants to suck you in.
Wanna play with him?



GAME NEWS

✔ New games ✔ First and best

Advance Wars, Animal Forest, Batman Dark Tomorrow, Breath of Fire, Dave Mirra Freestyle BMX 2, Final Fight, Lego Racers 2, Mario Kart Super Circuit, Phantasy Star Online 2, Planet Monsters, Prehistorik Man, Robocop, Rogue Spear, Sabrewulf, Super Monkey Ball, Super Street Fighter 2X Revival, Universal Studios, Donkey Kong Racing ▼

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page 78





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REVIEWS

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page 14

✓ Every new game out this month

GT Advance Championship

Racing page 18 ▼

Dust down your driving gloves, there's a hardcore racer demanding your attention.



Tweety Pie and the Magic Gems page 22
The little bird stars in the GBA's first board game. Or is that a bored game.

Ready 2 Rumble Round 2 page 24
It's a handheld slug fest, with the accent on wacky wacks.

Hot Potato page 25
Play Cupid with a bunch of loved up spuds. No really, you do!

Army Men Advance page 26
You know the drill, little plastic soldiers who fight like cats and dogs.

Fire Pro Wrestling page 27
Grapple fans at the ready. It's the very first GBA wrestle fest.

Bomberman Tournament page 28
A true multiplayer feast if we ever saw one.

GT Championship page 30
It's the Japanese version of touring car racing, and a pretty one at that.



BLAG FEST

Feeling lucky? Well, get entering.

- GBA, Pinobee and Pinocchio
- Friends Series Seven
- Simpsons videos
- Battlefield Earth

GAME GUIDES

✓ Play to win every time!

Super Mario Advance ▼ p64

Part one of our Birdo bashing guide.



Banjo Tooie page 52

We take you all the way to the end, and a showdown with evil Gruntilda.

Official Tips page 46

We're the first to tip Game Boy Advance titles, how nice is that!

Your Tips page 50

Your Scores page 52



FREE GAME BOY MAGAZINE

✓ First and best

Zelda Oracle of Seasons p2

First play of the new adventure. Prepare to be dazzled!

Shrek p6

This summer's blockbuster gets its very own GB Color game.



**Big Game****First GameCube play****Ace effects****Creepy ghouls**

Luigi's Mansion

Mario might not be the star of the show, but you can count on Nintendo to pull out all the stops in this cartoon scare fest. Please give it up for Luigi!

Game Info

By: **Nintendo**

Type: **Action Adventure**

Release: **TBC**

GameCube ghostbustin'

If there's something strange in your neighbourhood, who are you gonna call? Why, Luigi of course!

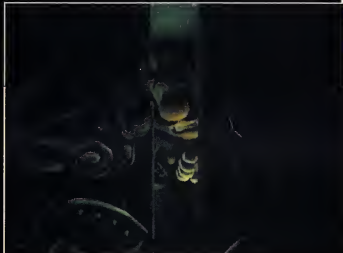
Mario's baby brother is shaping up to star in a GameCube spook 'em up that will send shivers down your spine.

With sublime graphics and ghost zapping all the way, it's easy to see why GameCube is looking like everything we hoped for... and more.

We couldn't hide our excitement after playing Luigi's Mansion at E3, so here are tons of new shots and info just for you.



▲ The green suited plumber is finally out of Mario's shadow and staring in a ghostly game all of his very own. You won't believe your eyes when you play this!



▲ With spooky chills round every creepy corner, you'll need nerves of steel to find all the mansion's ghosts. Keep yourself together, Luigi, there are some ghouls to nab!





Hair raising story

Strange goings on are coming to GameCube next year as Luigi's Mansion takes centre stage.

Our favourite green suited plumber has inherited a mansion deep in the forest where ghosts run amok.

These spirits don't want to leave Luigi alone and so it's your mission to enter the creepy corridors of the mansion and zap 'em into next week.

Mario's even been nabbed by the evil phantoms, so armed with just a torch and a vacuum cleaner there's no time to waste. Let's find Mazza!



▲ Either Luigi's been in a brawl or those ghosts are keeping him up all night.



▲ Flying furniture is just one of the frights you'll see in the mansion.
▲ Don't let those apparitions scare you to death. They just need a right good pasting.

What's up doc?

Before being confronted by the ghosts, you'll get the chance to meet a madcap doctor and his running invention.

This spook wearing brainbox has created a vacuum cleaner that enables Luigi to suck up the ghosts he meets on this travels.

Simply by looking on the spooks with Luigi's torch you'll be able to scoot them into the hover in one swift manoeuvre.

Clear each spook filled room and the grinning ghosts will be turned back from painting your canvas of horrific horrors.



▲ This crazy inventor has the perfect gizmo to drive a car some with a push-button.

The future of gaming

For the ultimate console experience, Nintendo has not only come up trumps with GameCube, but with the controller, too.

It fits perfectly in the palm of your hand and, thanks to the wireless

Wavebird controller, untangling wires will be a thing of the past.

We only managed to play with a normal GameCube controller, but here's what to expect when you get your mitts on it next year.



L Button

Give those beasts of the night a good soaking with a jet of water straight from your jack of all trades vacuum cleaner.



R Button

Switch on your cleaner and start sucking in those ghosts. Use the 3D Stick to reel them in if they don't want to budge.



3D Stick

This controls where you point Luigi's torch. Shine it on the ghosts to stun them briefly.



C Stick

Make a quick getaway from the ghosts or help Luigi move in with his vacuum attack.



A Button

This is your action button and, amongst other things gives you the chance to open doors to new rooms.



Ghost zapping

With spooks lurking around every corner, your nerves will turn to jelly as you search the rooms and corridors of the mansion.

Luigi's first means of attack is the torch. Thanks to the 3D Stick, you can move the light beam and you'll stun ghouls by shining it on them.

These few seconds are vital for survival 'cos your next step is to hit **R** to pull out your only weapon, the vacuum cleaner.

The ghosts are easy to suck up at first, but later you'll need help. Just pull the 3D Stick away from them to reel them in quicker.



▲ Right, where are those creepy ghosts? To find them, just move the torch around.



▲ Once you've spotted one, hit **R** to activate the vacuum cleaner and suck them in.

Scoop them up

In addition to destroying ghosts you vacuum cleaner has many other handy skills available to you.

Bump off some ghouls and they will scatter gold coins all over the floor for you to suck up with Luigi's ghost buster.

To progress further our plumber pal can even uncover keys to unlock doors and bring your search back, times four.



▲ When you suck up coins, the effect is jaw dropping. They will fight the force of the air at first, but they'll soon be scooting up the hose.



▲ Grab the secret keys that some ghosts leave behind and you'll have the opportunity to search deeper into the mansion, and/or

It's behind you!

The graphics are awe inspiring, but don't spend ages admiring the view!

There are hundreds of ghosts to catch and to enable you to keep a check on the situation there's a handy alarm and clock in the corner of the screen.

When there are no ghosts about, the alarm stays blue. However, be on guard when spooks appear as the alarm turns yellow first and then red!



▲ It's the early hours of the morning, but your torch hasn't illuminated any ghosts yet.



▲ When the alarm is yellow, ghosts are about.



▲ The room's being overrun! Zap them, Luigi!



Man about the house

The levels we played are only a fraction of the maze of corridors and rooms that lie within the mansion.

Whether it's a haunted staircase or sinister shadows lurking in the bathroom, the ghosts seem to get everywhere.

To give you an insight into the haunted house, we thought we'd tiptoe through a few locations and show you what's in store.



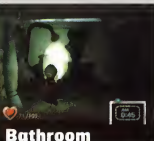
Staircase

The start of the game sees you on this double staircase. Keep moving the torch or ghosts could float in from behind you.



Bedroom

Complete with a spooky cot and ghouls floating from every nook and cranny, watch your back. This is no kids' playground.



Bathroom

One of the most impressive rooms we've seen in the mansion. The chilly air makes the curtain flap and the shadow behind is suitably sinister.



Corridor

There is very little room to manoeuvre in the tight passages of the haunted house, so your vacuum sucking powers must be second to none.

Palm pilot

It's easy to get lost in such a vast game and that's why Luigi's come well equipped with a Game Boy Color.

His trusty portable pal can be called upon at any time to discover the whereabouts of his enemy spirits.

Once you call up the display, if they're close, you'd better get ready to move in for some ghost extermination.



▲ Luigi's trusty portable player won't play games, but you can use it to call up a map of the mansion and see where all the ghouls are causing a nuisance.



▲ Help! Last night's narry is going through Luigi! Either that or he's seen a ghost.



▲ With his wacky gloves and wisp of hair, the funny scientist is on hand to help.

Don't get caught

You could be in trouble if you don't spot the ghosts in time.

If you fail to shine the torch on a spirit they will simply swoop in and attack you from behind with some nasty moves.



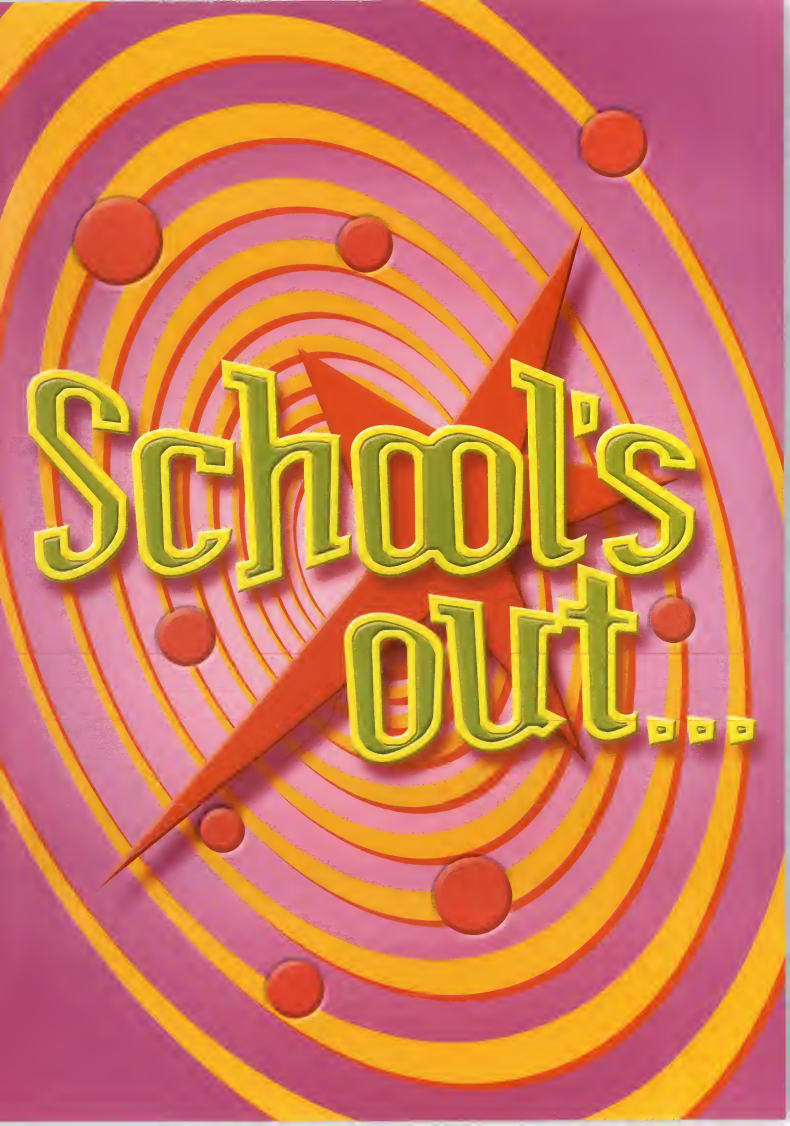
▲ If you don't spot the spooks with your torch in time, they will dive in and start to attack. What happens next is absolutely side splitting.

What happens next will raise a smile as Luigi scrabbles about on the floor, trying to get away as quick as he can.

Better get on your feet and give them a taste of their own medicine.



▲ They will float above the lanky plumber as Luigi tries to get away on all fours. They will also cause the old ticker meter to start falling, and that ain't good.



School's
out...



Luigi's walk of fame

Mario may well take more starring roles in some classic games compared to his younger sibling, but old Luigi's been in a few smash hit titles, too.

We've blown the dust off the N64 archives and uncovered some gaming gems from the dim and distant past you may well have forgotten about.

Whether it's a sports title or a platformer, the old Luigi's been about a mile. Let's take a closer look.



Mario is Missing

The Super NES and NES title saw Mario being kidnapped. It was your mission to travel the world finding his older brother.



Super Mario Advance

Updated for GBA, this version of SM Bros. 2 is a beaut. If you've already got Nintendo's toy wonder, make sure you've got this.



Mario Golf

Along with the rest of the Nintendo gang, Luigi put his hand to a round of golf and a game of tennis on the N64 in two of the best sporting titles ever.

Coming your way

Luigi's Mansion is set to be a launch title when the GameCube is released in Japan on September 14.

Unfortunately, a UK release is a long way off although a tentative launch date for the machine has been pencilled in as next Spring.

But you can be rest assured, we'll have more details on this gorgeous game in our October issue when we travel to Nintendo's annual Space World event. Till then...

► If you like the look of this fantastic GameCube title, then we'll be first with the news, so stay tuned to N64 for the lowdown.



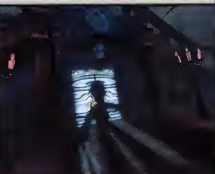
Lush looks

Luigi's Mansion is bursting with spectacular graphic effects that make PlayStation 2 look like a Spectrum.

Luigi looks and moves like a character from Toy Story and the effects he has on the environment is astonishing.

Get too close to the bath curtain with the vacuum and it will be sucked up, while the torch's light and reflections are top drawer.

The ghosts look incredible too, as your torch shines straight through them when your light beam locks on.



▲ There's only one man who can save the mansion from destruction. Watch our ghouls, Luigi's here!



▲ Your teeth will chatter and you'll break out in a cold sweat every time you see a ghost.



▲ The chilly night air makes the curtain flap just like the real thing. This game is astonishing!

We think...

Don't be let down by the fact it doesn't star Mario. **Luigi's Mansion** is a fresh, graphically innovative adventure that plays like a dream. We want it now!

Gaming's in!

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New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44** Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

NINTENDO 64 GAME BOY ADVANCE

Kirby 64

The Crystal Shards p14
It's been a while coming, but please make way for the giant pink puffball as he bounces back onto your N64.

GT Advance

Championship Racing **p18**
Tweety & The Magic Gems **p22**
Ready 2 Rumble
Boxing Round 2 **p24**

Hot Potato **p25**

Army Men Advance **p26**
Fire Pro Wrestling **p27**
Bomberman Tournament **p26**
GT Championship **p30**



Game Info



Price: **£39.99**
Release: **Out Now**



WE SAID "Kirby games have always been fun, and this'll be no exception."

▼ Kirby 64 starts off nice and easy, but don't let that fool you. Before long it's an adventure packed with superb challenges.

Kirby 64

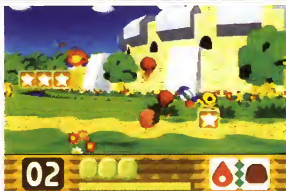
The Crystal Shards

More delayed than the rail network, but still as cute as a pack of Andrex dogs.

Pink and round

Kirby's a character who's been waiting patiently for his N64 starring role, and now the wait is finally over.

The big pink fella's back, in a platforming adventure where he sucks and swallows cute cartoon enemies, stealing their powers to use against them. Pretty clever, eh?



▲ The levels are nothing short of beautiful in a colourful cartoon way. It's so cute you'll need your sick bucket at your side every time you play.

◀ There are many head scratching moments to solve. Fortunately, Waddle Dee is Kirby's best pal, and is on hand to help you out.



The crystal maze

As the name of the game suggests, the quest is to find all the Crystal Shards that are scattered throughout the many and varied worlds Kirby explores.

Some are dead easy to spot, while others require you to turn on your brain and solve simple puzzles, or beat devilish bosses.

▶ Throughout the game you'll come across Crystal Shards you don't appear to be able to reach. Maybe you need to break the green block on the bridge.



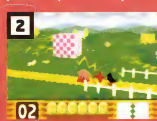
▲ Each end of world boss will reward you with a Crystal, but only if you beat them.

Combine and kill

Kirby 64 starts getting fun when you combine two enemy powers.

There are 28 to use, allowing for some seriously creative gameplay.

▼ After swallowing by pressing **Y**, you need to spit it at an enemy.



1

02

▲ First of all you need to suck in a creature with a special power, like this Fire enemy. Watch your back little guy!
▼ The stars of the two enemies will combine together, to make a more powerful ability for you to use.

3

Power play

Kirby becomes mega powerful when he combines the powers of two enemies.

But before you can do this you need to know what powers the enemy's bestow...

LOOKS With an overdose of colour, and some really cute characters, this looks perfect for all you younger gamers.

SOUNDS The light and fluffy sound effects bring Kirby 64 to life. Add some soft, innocent music and they instantly complement the look of this colourful title.



02 Bombs

Get one of these down Kirby's giant cake hole and see him turn into a speeding cannonball. Outta the way!



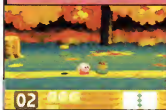
03 Spike

Gobble a spear wielding baddy and watch Kirby get all spiky, perfect for lancing tricky opponents.



00 Spark

Turn up the heat with a blast of electricity that will floor just about anything in Kirby's path.



02 Rocks

This ability enables Kirby to turn into a walking statue, which allows him to steam roller anything in his way.



02 Ice

Ice, ice baby. Give your opponents a chilly blast and you'll freeze them solid. They'll be stuck fast after that.



01 Boomerang

Create a magical massacre with this excellent long range move. Watch those super cute baddies shift it!

Cocktail hour

So now you know how to create combo attacks, all you need to know now is what's on offer. Make yourself comfy and sharpen your pencils...



02

▲ Fire and Rock

Kirby's a curling stone who can freeze all foes with one successful move.

► Ice and Spark

Turns you into a fridge packed with food that spits out goodies to eat.



01

▲ Spark and Rock

Mix these two and it creates a powerful boulder tethered to an electric lead.

► Boomerang and Spark
Feel the force with a double edged light sabre. Eat your heart out Skywalker.



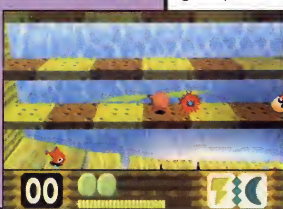
00

▲ Fire and Rock

Turns Kirby into a flaming volcano. Use Ⓢ to erupt your boiling lava.



01



00

Bossment

Kirby 64's a cartoon platformer, so it will come as no surprise to hear that there are plenty of bosses to fight every step of the way.

They pretty much all follow the same pattern, with a boss spitting out little sub bosses for Kirby to swallow and launch back at the boss.



02

▲ To beat a boss, you need to attack until the pink gauge at the bottom disappears.



01

▲ In general you need to throw small items at bosses in order to beat them.



00

▲ The first boss loves to attack with his roots. Fire apples at them to win.



00

▲ Good timing's critical. If your missiles hit the boss', they will cancel out.

GAME LENGTH Kirby 64's not the hardest of games, but it's great fun, with some top gameplay.

Nintendo

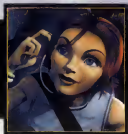
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GAME SCORE

Offering both gentle gameplay and colour drenched worlds, Kirby 64 is an ideal choice for younger gamers, or those who don't like their platforming kicks too hard.

83%

A ACTION MAN THE UK'S MOST POPULAR ACTION HERO HAS COME TO VIDEO!



ADVENTURES ON VIDEO



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GT Advance

Game Info

By: THQ

Price: £34.99

Release: Out Now



Championship Racing

Forget crazy carts and cutesy characters, it's time to get serious with this real racer.

Give it some gas

WE SAID "With so many cars and tracks, GT Advance Championship Racing is set to become a Game Boy Advance winner."



GT Advance is a thinking man's racing game, so there's no need to worry about cartoon racers with big heads and grabbing power ups.

Your simple objective is to get behind the wheel of the world's best cars and drive like a maniac to finish first.

The main racing fun takes place in the impressive Championship mode, where you choose a car and try finishing in the top three to get to the next track.

Racing well earns you rewards in the form of new cars or special tuning parts to make your motor faster or handle better.

◀ Background detail is also pretty impressive. Check out the mountain range in the distance.

▼ You can actually pick out the specific models as you ride round.



Course you can

There are a huge amount of courses to choose in GT Advance and they take place in a variety of locations, from racing circuits to dirt tracks.

Some of the circuits are extremely easy to master, but others are tough going with loads of sharp corners and hairpin bends to negotiate at speed.

Make no mistake, this game won't be completed in one sitting, so to become a true master, you're gonna have to learn the tracks inside out. Working out which corners to take at speed, and when to slam on the brakes is crucial to your progress.



▲ The action takes place on different surfaces ranging from tarmac to dirt tracks.



▲ The street tracks are some of the fastest, but the sharp hairpins will test your driving skills.



▲ The tracks have some strange scenery, like this race track which is in the middle of a lake.



▲ Dirt tracks really push your abilities. Master the slide and you'll finish first, every time.

LOOKS Cars are easily recognisable and very clear while the tracks are imaginative with detailed backgrounds.



▲ There are tons of Japanese cars to drive, as well as this hideous Micra.



▲ Master your driving lines or you'll waste valuable seconds power sliding too far out on a bend. Better get it right next time!

Driving school

GT Advance is every boy racer's dream with a garage full of super cars that can hit needle busting speeds within seconds. To help there are many tricks you can pull out of the hat to improve your chances of finishing first.

At the start, don't anticipate the lights or you'll get a really duff start and lose ground. Hit the accelerator as soon as the second light comes on and you'll be away.

Try turning into a corner a little earlier and keeping your finger off the brake and your car will slide beautifully round, gaining a few vital seconds.

Some corners can be taken a lot faster than you think, too. Even though the warning sign appears on screen, sometimes you can slide the car round without braking.



▲ As soon as the second light comes on, hit the accelerator to get a super start. Don't rev too early or you'll be left behind.



▲ Learning to power slide the car around tight corners will gain you valuable time. If you are trying to chase the leading pack this will help you catch the others much easier. Time to put your foot down...

▲ The warning signs that appear are often over cautious, too. Learn which ones to ignore and keep your foot down as you steam into the bend. Take the inside line and victory will be yours, no problem.

SOUNDS Realistic car sounds, but the tyre squeal gets on your nerves after a while.

Extra horsepower

At the beginning of the game you only have a few cars to choose from, but by winning races you'll unlock some true monsters.

There are 48 mean motors in total, ranging from the ridiculous little Cube right up to the monstrous Nissan R-34 Skyline.

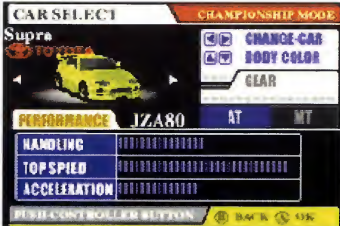
To finish the game you'll have to drive like a demon to unlock the game's faster cars that can eat up the track quicker than Michael Schumacher.

On top of this, there are secret modes to unlock like the cool go kart mode where you get to try your luck in a totally unsafe vehicle.



▲ This old biddy mobile is great at hugging the road, but it takes ages to pick up any decent speed.

► Result! By driving well you'll unlock the game's more powerful motors. No one will be able to stop you when you hit full throttle out on the open road.



▲ To start with there are some good cars, but later on you'll need extra horsepower.



▲ Budding Michael Schumacher's will be thrilled with this hidden extra, a gleaming F1 chariot that certainly goes some.

▲ If you get tired of racing around in really fast, cool cars, you can always race around in these little karts. Beep, beep!

Spin doctor

Every car handles differently, but there's only so much abuse these beasts will take before you lose control completely.

Braking too late, or putting the power on too early, results in a vicious spin which is often impossible to recover from. You'll just have to restart and try again if your motor decides to throw a wobbly.



▲ So that's what the front of the car looks like. If you spin out, it's best just to start all over again 'cos your opponents will be long gone.

Pick a part that's new

Winning races not only gives you enormous satisfaction, but you'll be able to buy new parts for your car.

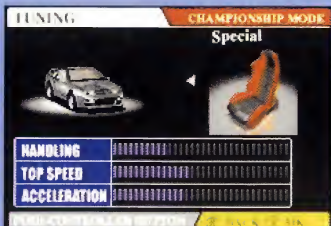
Not only can you tune the cars up and turn them into true dream machines, but the amazing aspect about GT Advance is that you can feel the difference between individual cars when you add a new part.



▲ As you progress through the game you are given new parts to help tune your car and make it go faster. Right, let's see what goodies are on offer.

Finding a car you are comfortable with is important, but so is being able to handle it at lightning speeds. For example, a Mitsubishi GTO handles well, but is not as quick to accelerate as the powerful Honda NSX.

The only way to win is to improve your car with every upgrade, slap 'em on your car and then drive like a pro.



▲ Just about everything you can think of in a car can be removed. Even replacing the seats with these racing models improves the handling. It's crazy, but it works.

Keep off the grass

Some racers allow you to ride everywhere without dropping speed, but this is unforgiving.

Get yourself on the grass and your speed will drop severely. It will also take you ages to get back on the course, and you'll lose vital positions. Oh no!

► Colin McRae Impressions won't get you anywhere in this game. The action slows right down if you veer off.



▼ The city streets are great for giving your motor a run and there are no speed cameras in sight. Yippee!



Nasty bits

No game is ever perfect, and GT Advance is no exception. There are a few niggles which seriously let the game down.

The major problem with the game is the way your car interacts with your opponents. It's very hard to see behind you so when you are hit up the backside, you slow right down, they fly past and you lose places.

If you attempt to overtake a car and they turn into you, your car bounces off them, usually catapulting you right off the track.

When you turn a corner, the car suddenly cuts in half, too. It's irritating at first, but the game moves so fast that after a while you hardly notice it.

These problems don't matter so much until you get to the professional class. Trying to keep up your speed and avoiding the others usually results in utter chaos.



▲ It's a bit off putting at first, but you learn to ignore the cut motor after a little while.

◀ Whatever you do, don't hit the other cars. You'll end up in the rough as they fly past.

GAME LENGTH This game draws you in and won't let go. To finish it properly will take an age and there's still loads of fun to be had when you do.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

GT Advance is a fantastic racing game. It has loads of options, looks great and plays like a dream. Some of you might find it frustrating, but if you can put up with the collisions, you'll be playing this Game Boy Advance speedster for ages. Highly recommended.

89%

WHO ARE YOU taking on HOLIDAY?



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Tweety & the Magic Gems

Looney Tunes' feisty feathered friend is going party game bonkers on your GB Advance. And that's not all folks!

WE SAID "With games galore and all your fave toons, this could be a winner."

Game Info

By: **Kemco**

Price: **£34.99**

Release: **Out Now**



LOOKS Considering the GBA's power, the characters look like cheap cast offs and the screen is far too cluttered with info. The cut scenes are good though.

Hazel hazard

Tweety never seems to have much luck what with being chased by a mad, bad, stuttering cat all the time.

Fortunately Sylvester isn't out to nab Tweety for dinner, but is on hand to help Granny's favourite little pet.

You see, Tweety has been cursed by the evil Witch Hazel after releasing her from a wooden box in the local woods, and is slowly turning to stone.

The only thing that can save him are Magic Gems and you must search every corner of the globe to find them.

► Tweety's slowly turning to stone and you've got to stop the curse. It will bring tears to your eyes.



Round the globe

At the start you must pick your toon from Porky Pig to Bugs Bunny and from there the race is on to hot foot across the world.

You'll have to travel from Europe to the Far East by drawing a card at the start of each turn to determine your number of moves.

Various items will also hinder your opponents, including Pepe Le Pew's favourite dish, a skunk smell that stops players passing a certain block. What a stinker!



▲ Draw a numbered card from the pack and you can move around the world board.



▲ You can even pick up various items from other well known faces like Marvin the Martian.

Having a party

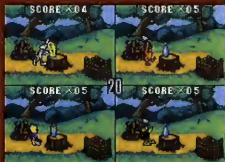
To keep up your interest as you travel to the four corners of the world, there are heaps of games in which you can participate when you draw a picture card.

You'll be transported to the game arena where you can take part in frontal challenges against your Looney Tunes buddies and win quest points to build up your total.

Raise the Flags sees you matching those that are revealed, while Splitting Logs gives you the chance to become a lumberjack and smash as many as you can in the time limit.



▲ Wait for the flag to appear and lift the right one. Do it wrong and a giant cross will appear above your head, meaning you are out of the game. D'oh!



▲ I'm a lumberjack and I'm okay! Slam down the logs then chop them as quick as you can to beat your rivals. The seconds are ticking away, so get a move on!

SOUNDS The cartoon music is what we've come to expect. It's a shame there's been no attempt at the characters' voices.

GAME LENGTH This might appeal if you enjoyed the two N64 Mario Party titles, but if you want something to push your GBA, this isn't it.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

From first looks, this might catch your imagination, but the games are only fun for a while and trawling the world brings on boredom quicker than a double history period.

69%



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 ORIGINAL JOHN WILLIAMS NEW MUSIC BY DON DAVID ANTHON ROBERT DALVA PRODUCTION DESIGNER VERBALEX DIRECTOR OF PHOTOGRAPHY SHELLY JOHNSON A.S.C.
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 PRODUCED BY LARRY FRANCO DIRECTED BY JOE JOHNSTON
 ANIMATION AND SPECIAL VISUALS BY INDUSTRIAL LIGHT & MAGIC
 SOUNDTRACK BY KATHLEEN KENNEDY LARRY FRANCO
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Ready 2 Rumble B Round 2

Game Info

By: Midway

Price: £34.99

Release: Out Now



It's seconds out for the GBA's first boxing title that's more featherweight than heavyweight. Let's get to ring side...

WE SAID "All the wacky characters found in the N64 version are included and the crowd animations are very impressive for GBA."

Fight night

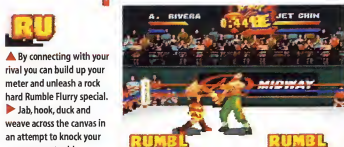
The boxing sim that brought you greats like Afro Thunder is back in the ring for another round.

Ready 2 Rumble 2 once again sees you battling it out to become the undisputed king of the boxing world.

Choose from four options, including Championship, and battle it out against 11 other boxing bruisers.

To top it off there's even a raft of mini games to enjoy in the gym plus some astonishing moves thanks to the Rumble Flurry.

◀ It's a real thriller down in the boxing ring as the king of pop, Michael Jackson, tries to prove he's mad, bad and dangerous.



▲ By connecting with your rival you can build up your meter and unleash a rock hard Rumble Flurry special.
▶ Jab, hook, duck and weave across the canvas in an attempt to knock your opponent out cold.

LOOKS The game's presentation is okay and the action in the ring is good. One of the only pros of this otherwise terrible sports sim.

It's as easy as ABC

Each match up consists of three rounds where it's your objective to punch your opponent out cold.

Every a punch connects you'll add a letter to your RUMBLE meter.



▲ Poor old Afro Thunder's felt the full force of that right hook. He'll be spitting out teeth for weeks.



▲ Ouch! That blow to the head will surely smart a little. Put together a string of punches to charge up the meter.



▲ Muscly Joey is a giant of a man who is a real tough egg to crack. The crowd certainly seemed to like that

Boxing

Stick to Rocky

The graphics may look above average, but don't get us started on the controls.

Putting together a few moves is virtually impossible as your fighter reacts incredibly slowly to any attack buttons you press.

You'll also have to hammer the buttons which makes it feel like a Track & Field game.



▲ Forget about good button response, it's terrible!



▲ Flooring your opponent is very hit and miss.

GAME LENGTH The dire controls mean you may not bother to play on and unlock hidden fighters like Michael Jackson.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

One of the worst Game Boy Advance titles released so far. The laughable sound and fair presentation aren't helped by the diabolical controls. Buy this and you'll look a chump, not a boxing champ.

61%



▲ All these boy potatoes are looking for the perfect mate. Are you quick enough to find her?



▲ Look out for these special spuds 'cos you'll need them to reach the next mission.

Hot Potato!

Game Info

By: **Bam!**
Price: **£34.99**
Release: **Out Now**



It's about time there was a new Tetris style puzzler. Now **Hot Potato!** is here trying to part you from your hard earned money.

WE SAID "The hottest spuds since McCain's Southern Fried Chips are rolling onto your mini machine in a class puzzler that plays like a dream. This will fry your brain."

Dirty spuds

Mad spuds from Mars have invaded and it's your mission to control a bus load of girl potatoes and attempt to make the perfect match with boy spuds on the streets.

Creating the right sequence is crucial, so simply rotate the potatoes using the GBA's shoulder buttons or flip them using **A** or **B**.

Each level has a new breed for you to mate, while matching a certain number of this variety allows you to progress to the next mission.

If you can't clear enough spuds in the time limit, your bus will explode and you'll have to try mating them all over again.



▲ These rolling pin wielding girl! potatoes are pretty vicious 'cos they can wipe out an entire line of boys.

LOOKS It's brilliantly animated and the potatoes are funny to watch. However, the scenery hardly varies at all.



▲ As you progress through the levels, more potatoes block your path. Be quick or your bus will explode!

GAME LENGTH The first missions are quite easy but the difficulty soon shoots up. You'll have to be good to beat this.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

The looks and sounds are great, while the potatoes are hilarious and almost like cartoon characters. But they can't hide the fact that this brain bender is a bit repetitive. Strictly one for puzzle fanatics.

82%

Army Men Advance

WE SAID "Once again it's the peace loving Green Army against the warlike Tans. Big weapons are definitely on the cards."

The Army Men series must be able to get it right at least once! Maybe this shoot 'em up will be a cut above the rest.

Game Info

By **3DO**

Price: **£34.99**

Release: **Out Now**



Attention!

Now listen up you maggots! Sarge's heroes are back and this time they mean business in 32 bit. That means bigger explosions, more baddies and lashings of tough guy action.

The Army Men games have a reputation for being dodgy, but we have to say it's not that bad. Yes, you read that right!

The game is packed with colour, the army men look like cartoon characters and there is absolutely no slowdown, not even when the screen is filled with enemies.

As war's waged across 12 battles, you'll come across aliens and horrible lice before you can finally defeat the Tan Army for good.



SOUNDS The excellent bullet noises and dying cries are extremely satisfying as they die a soldier's death.



▲ Honour in battle soldier, even when surrounded by the Tan scum. Give 'em all you've got son!



▲ Some of the Tan Army are holding on to valuable items. Shooting them down dead causes them to drop items.
▲ Sometimes the only way to get through an obstacle is to blow it up. Mind you don't get caught by the explosion!

LOOKS Slick, smooth and very colourful, Army Men Advance looks more like a cartoon than a video game. Perhaps a bit sickly for some older gamers.

Back to boot camp

If you're gonna finish this game then you'll need to be tough. You only get one life, and once that is gone, you've failed the mission.

There are a few things that can be done to make your life a little bit easier. For starters there are grenades which help no end when you have to blow up enemy vehicles that stand in your way.



▲ Grenades, bullets and a handy health pack. That's everything a dying soldier needs.



▲ The bullets might look like peas, but they'll sure rip a hole through the enemy with total ease.



▲ If they can't hear you, knock louder. Blowing the door off the hinges might be going a bit too far though.

Tan their bums

General Plastro has once again mobilised his wicked, and rather stupid Tan soldiers to try and wipe you out.

This time, the Tans have been more cunning as they now inhabit both their real world and the miniature bedroom locations you may remember from previous games.

You'll have to fight your way through a whole host of varied landscapes, but to help you can choose between two playable characters, a guy and a gal.

Both of these crack soldiers are exactly the same to control, so the choice of who you command depends on your own personal preference. Now let's do us some killin'!



▲ Target practice is very good. Shoot these wooden men to reveal another handy set of keys.



◀ It'll take the Tans twice as long to take over the world on foot, so destroy all their vehicles.



▶ Getting hit was not on your list of objectives soldier. Now straighten up and shoot some evil Tan butts.

GAME LENGTH It's one tough battle to win and only having one life means that this game could take a while. You'll certainly need some target practise.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

Army Men Advance came as quite a pleasant surprise. Even though it's tough and may only appeal to die hard fans, the game is slick, colourful and the action is intense. Definitely worth a rent if nothing else.

78%

Fire Pro Wrestling

Game Info

By: **Bam!**

Price: **£34.99**

Release: **Out Now**



Wrestling

It was a classic on the Super NES, but can it move onto the small screen without losing the attitude.

WE SAID "Grapple nuts won't be disappointed by this wrestler. There are loads of beefy fighters and the animations are top."

Fire it up

There are so many modes and options to this game that it should last a lifetime.

Whether it's the choice of wrestlers, secret fighters to unlock or the mammoth create a wrestler option there's tons to choose from.

If that's not enough, you can even link up and do battle in multiplayer mode.



▲ Each wrestler has a choice of costumes and individual intro music.

LOOKS This fight fest is not going to win any awards, but the wrestlers look good and are pretty colourful.

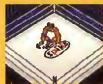
Squared circle

If you put your opponent in a submission move or pin, the ref appears to count.

A lot of the moves come from grapples, but you can also gain momentum by bouncing off the ropes and smacking your opponent silly.



▲ Stage a Cage Match to make it more interesting.



▲ Winning these grapples will help you to victory.

SOUNDS The background music is a little cheesy, but the crowd sounds authentic.

Crowd pleaser

The most interesting option in this bone crunching grappler is the Audience Match.

You might be a great wrestler who is able to finish the match in seconds, but that's not what the people have paid to see.

You've got to keep the crowd happy by making the fight last as long as you can, or you'll lose popularity, points and placings.



▲ Bouncing off the ropes will give you enough speed to batter the other guy into the middle of next week. Watch out big man, here I come!

GAME LENGTH The list of game options and modes is quite impressive, especially the giant Create A Wrestler menus and multiplayer match ups. If you are a wrestling nut then this will keep you quiet for a while.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

Despite the top features, this game is lacking in the playability department. It's frustrating and repetitive and you'll be bored in minutes. Wait for a WWF game for the GB Advance.

68%

Bomberman

Tournament

Game Info

By: **Activision**Price: **£34.99**Release: **27 July**

It's time to find some mates 'cos one of the all time multiplayer kings is GBA bound.

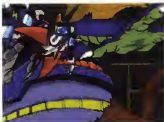
WE SAID "You'd better be primed and ready 'cos Bomberman and his pals are exploding onto your portable pal in a rip roaring title."

Quite a quest

Bomberman Tournament is not all about multiplayer madness, there's also a single player game as well.

The planet Phantaron is under attack and Bomberman Max was dispatched to help. But contact's been lost and only the original Bomberman's left to save the day.

You must guide your hero through the strange lands of Phantaron to find out what happened to Max and defeat the evil force.



▲ Max, the mightiest Bomberman of them all, is swept aside by the dark forces invading Phantaron. Only you have the power to save your pal.



It's up to you, Bomberman!

◀ Completing the mission and defeating the evil force now falls onto your tiny shoulders. You can do it!

▼ There are weird enemies on the planet's surface. Be careful with those bombs little B-man.



Training time

On your journey through Phantaron, you'll be asked to complete tasks for the locals.

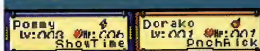
Finish them and you'll be rewarded with class gifts and upgrades for your bombs.

You'll also meet strange, wacky creatures called Karabon who have the power to teleport.

They'll team up with you and it's your job to train them to fight by collecting special powers.



▲ These houses contain the natives. They'll give you tasks to do and help you upgrade your bombs.



▲ Find this fella in the bushes 'cos Pommy has a cool power of teleportation as a reward.

◀ Pommy wins a battle! Defeating other Karabon opens up new areas of the planet for you to explore.



LOOKS The whole game has a nice feel to it. Not only do the worlds look excellent, but the little Bombermen are dead cartoony and cuddly.

GT

WE SAID "If you want a break from F-Zero, this is ideal. The variety of cars and tracks will keep you entertained for months."

Championship

Game Info

By: **Kemco**Price: **£34.99**Release: **Out Now**

LOOKS The graphics are the best thing about this game. Very smooth, highly detailed and clear.

Four wheels

The cars in GT Championship are monsters as they are all taken from the Japanese touring car circuit.

That means huge engines, massive exhausts, large bodykits and with the emphasis firmly on speed.

You'll have to learn the tracks and alter your car accordingly, as well as changing almost every aspect of your ride, from gears and tyres to weight.

TEAM SELECT

Super AUTOBACS APEX MR-S

GT-300 MR

HPI-POWER: 300

HPI-DRIVE: 0.5

HPI-STEER: 1.5

HPI-ACCEL: 1.5

HPI-WEIGHT: 1.1



▲ There are no road cars here. All of GT Championship's motors are hefty beasts with huge engines and fat spoilers.

SETTING

GEAR RATIO

STEERING

BRAKE

TYRE

AERODYNAMICS

HEIGHT HAND CAP

OK

▲ Altering the tiniest thing changes the whole car. Learning what each alteration does is vital to your long term success.

It's time for all you hardcore race fans to get excited as this super real speedster lines up on the Game Boy Advance starting grid.

Serious fun

Be warned, GT Championship is not for those of you who want a quick race around short, uncomplicated tracks. There's more than meets the eye!

It's one of those racers that takes time to get into, and ages to perfect. So if you're the sort of person who can sit for a good hour, then this could be your game.

The circuits resemble Formula One tracks, as they are quite long, with huge, fast straights and sweeping corners. Braking isn't as important as turning at the right time.

► This is no arcade game. The courses are pretty big and take a lot of time to learn and perfect.



▲ Even in easy mode, the opponents are dead tough. They don't pull any punches in this speedster.



▲ As you scream towards each corner a sign will appear. The darker the colour, the tighter the turn ahead.



◀ You'll have to learn how to brake for sharp bends or you'll end up in the gravel trap.

▼ When the rain comes, you'll have to slow down and take the corners a bit more gently.



GAME LENGTH There are plenty of tracks to choose from and the impressive course editor means this game could last as long as your imagination will allow.

Looking good

The graphics on display are amongst the best we've seen so far on GBA. The cars look stunning and the game moves at quite a pace. The future of GBA looks bright if this standard can be maintained.



▲ Looking at graphics like these, it's easy to see why everyone's GBA crazy.



▲ All of the cars are well drawn and clear and the tracks look stunning.



▲ It even looks good when the rain slings it down with the lighting adding atmosphere. Watch your speed on the bend or the back end will go.



▲ There are no fewer than 23 motors to select from and they are all faithful replicas of those in the All Nippon GT Championship. Sounds impressive, huh?



Nintendo OFFICIAL MAGAZINE GAME SCORE

If you've got time to spend on a racer like GT Championship, then you'll be well rewarded. But many of you will find it too much of a hassle to really get involved and put your foot down. It's good, but not a great.

80%

NOKIA - Ringtones & Graphics MOTOROLA & SAGEM - Ringtones Only RINGTONES & GRAPHICS



TOP RINGTONES

- | | | |
|--------------------|--------|-------------|
| 1 STAN | 105159 | REF: 103683 |
| 2 NEXT EPI000 | 103444 | REF: 103683 |
| 3 SAY MY NAME | 103937 | REF: 103683 |
| 4 YOU MAKE ME SICK | 116293 | REF: 103683 |
| 5 I WANNA BE YOU | 143149 | REF: 103683 |

ICONS

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Banjo and Kazooie are back, and



for the first time ever they can separate!



as they tackle wild new worlds.



NINTENDO 64

Sometimes you need to split up to get the job done.



REST
ROOMS



THE AWESOME COLLECTION

✓ Completely tested by our experts ✓ All the games you must have

Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

Best bit

The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend in this strange game!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Banjo Tooie

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

It's full of huge worlds that offer a non stop procession of crazy characters, ferocious bosses and the type of puzzles that make Rare games such a pleasure.

Why it rocks

You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

Best bit

Throughout the adventure are mini games that lend the fun-factor soaring, not least Ordinance Challenge, which involves a race against time to defuse a group of troublesome dynamite sticks.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Conker's Bad Fur Day

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

BFD follows Conker's adventures over an incredible, action packed day. It's the rudest, lewdest and downright funniest game we've ever seen on the N64.

Why it rocks

It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films like Saving Private Ryan and Aliens.

Best bit

The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung-fu acrobatics.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

It rewrites the kart racing rulebook with the introduction of planes and hovercars. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a bit bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Donald Duck

■ PRICE £29.99 ■ PLAYERS 1



EXPANSION PAK	✓	✓	✓
MEMORY PAK	✓	✓	✓
RUMBLE PAK	✓	✓	✓

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but you'll be having so much fun you won't mind!

GAME SCORE 90%



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



CONTROL PADS

www.tested.co.uk

Official N64 Controller

■ Nintendo

■ £19.99

it may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3

■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Duke Nukem Zero Hour

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the banter, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on, Speed for me! Classic!'

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



ECW Hardcore Revolution

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent. Too, top stuff!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Excitebike 64

PRICE £44.99 ■ PLAYERS 1-4



The lowdown

Arcade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off is a laugh riot.

GAME SCORE 93%



F1 Racing Championship

PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical split screen. Bosh up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F1 World Grand Prix II

PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

the lowdown

All the thrills and spills from the brooklands world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

There's no four players, but F1 World Grand Prix II more than makes up for this with a nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



FIFA 99

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a classy kick about.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F-Zero X

PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Manta Ray

■ N64 Gen
■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joypad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze
■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.



G64 Controller

■ Gamester
■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

Goldeneye is a complete Nintendo classic from start to finish. Goldeneye 007 is unmatchable in four player mode, with gameplay and graphics that will have you reaching for the replay button again and again.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Lylat Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Super cool!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play, too.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

After all these years, we're still playing Mario Kart 64 every day in the NOM offices. We play this game as much as Goldeneye 007 and the original ISS.

Why it rocks

The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

Multiplayer verdict

It's still the finest multiplayer racing game on the N64. You won't be able to stop laughing as you unleash a devastating blue shell against the leader. With this ill' beauty, you just can't miss your hapless target!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



RUMBLE PAKS

Rumble Pak

■ Nintendo

■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech

■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown
Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

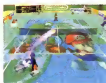
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game rocks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron, you'll die for this.

Multiplayer verdict

If you don't know dilly about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The young pretender to the karting crown, starting a certain Mickey Mouse. A cartoon tour around the good of US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond better by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15



The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and violent, just what you want when you're beating your mates to a pulp.

GAME SCORE 90%



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stringy stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



G64 Tremor & Memory Pak

■ Gamester
■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datel
■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pak

■ Blaze
■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

This month we've cuddled up to...

Premier Manager 64

After a dramatic season for my mighty 'Pool, I thought I'd try following in Gerard Houllier's footsteps. It's all I need to get my footy fix until the new season. **RICH**



Episode 1 Racer

Faster than a speeding Millennium Falcon, this combines top Star Wars visuals with ace racing fun. Come on Sebulba, come get some! **DAVE**



TWINE

If you thought no Bond game could come close to Goldeneye, then think again. TWINE is absolutely cracking and a worthy 007 blaster. **TIM**



Pokémon Stadium

PRICE £49.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

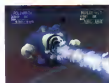
Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Premier Manager 64

PRICE £39.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks

Plooting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Quake II

PRICE £44.99 PLAYERS 1-2 GAME SCORE 91%

The lowdown

A non stop flag fix featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



South Park

PRICE £49.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is first class, with loads of different playing options and some very slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



MEMORY PAKS

NOM TESTED

Nintendo Controller Pak 256k

■ Nintendo

■ £14.99

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze

■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

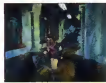
Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jump scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

In this disturbing spookathon, you play Mike LeRoit, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

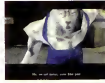
Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the fearsome Nail Gun Killer. A nice relaxing game you can play with your Mum and Dad it ain't!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there are three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blowing, stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god when you reopen the park.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Star Wars Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

the lowdown

It's the Star Wars game everyone wanted to be, and it is! Control cool vehicles, from X-Wings to Aircorpsers, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendoids.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



South Park Rally

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

the lowdown

It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. You win by completing certain tasks.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

Really comes into its own when you're playing with your mates. Cackling fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

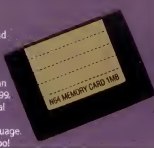
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Memory Card 1 meg

■ Logic 3
■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards 1 meg

■ Spectra Video
■ £12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

■ Joytech
■ £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

They've made an entire game based on the awesome pod racing scene in *The Phantom Menace*. Super fast racers and loads of futuristic courses.

Why it rocks

Like *Rogue Squadron*, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whipper quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays like the Star Wars film.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side-scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rocker! One at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, there of the game is electric. The speed of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for Nintendo 64! You can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu! He deserves the punishment!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Turok 2

■ PRICE £39.99 ■ PLAYERS 1-4



EXPANSION PAK
MEMORY PAK
RUMBLE PAK

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayer the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Perfect Dark or Goldeneye 007.

GAME SCORE

94%



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer fragging. Packed with amazing arenas, kick ass weapons and really gross looking badies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



STEERING WHEELS

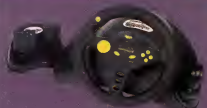
NOM TESTED



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

Tony Hawk's Skateboarding

PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental. Pull that trick on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the Graffiti mode, where objects are sprayed with your colour if you do a trick on them. Hard to find, so try second hand stores.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



TWINE

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

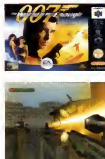
Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever have in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF Attitude

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create A Wrestler mode is strong, as is the grappling gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF No Mercy

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of instability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Who's who?

Competition's fierce for the king of Nintendo beasts, but there's one you should never doubt. Meet the fox who kicks Basil Brush into a cocked hat, Mr McCloud...



A flying Fox, you might say?

Indeed. Fox McCloud first flew onto a Nintendo in Starfox for the Super NES. It was considered revolutionary, using the FX chip to produce stunning graphics and fluid movement for its time. Fox was seen more recently in Lylat Wars on the N64.

Wasn't he supposed to be in Rare's N64 adventure, Dinosaur Planet?

He most certainly was, but the game got delayed and then cancelled. Rumours suggested it would reappear on the GameCube, and they were right. Star Fox Adventures: Dinosaur Planet should be a launch title for the mighty 'Cube.

More flying and shooting I suppose?

Absolutely not! Dinosaur Planet is modelled after the mind blowing N64 Zelda titles where it's your mission to guide Fox through a vast 3D world, killing the prehistoric beasts and defeating the major bad guy, General Scales.

Is Fox still with his old friends?

He is accompanied in his adventure by old friends Peppy the Hare, Slippy the Toad and Rob the Robot. He is also joined by a new sidekick, Prince Tricky, a cute and cuddly triceratops who follows our hero everywhere he goes.

Shock 2

Guilemot ■ £39.99

A classy racing wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



Race 64 Compact

Guilemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.



Zelda Majora's Mask

PRICE £49.99 PLAYERS 1 GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

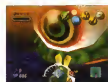
Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but beating Gyorg felt good.

EXPANSION PACK ☒
MEMORY PACK ☒
HUMBLE PACK ☒



Ocarina of Time

PRICE £49.99 PLAYERS 1

EXPANSION PACK ☒ MEMORY PACK ☒ HUMBLE PACK ☒

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Multiplayer verdict

Completing this adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale!

GAME SCORE 97%



Don't forget, 22nd July is Tim's birthday, so send all sweets, crisps and cards to the usual address.

Worth a look...

If you hunt around in the bargain bins, you might be able to grab yourself one of these top titles...



South Park Chef's Luv Shack 87%

PRICE £39.99

Hilarious game show with ace mini games to play.



Command & Conquer 86%

PRICE £44.99

Fun strategy war game, but no multiplayer.



ISS 2000 87%

PRICE £39.99

Worth getting if you haven't got any of the others.



Micro Machines 64 Turbo 87%

PRICE £39.99

Race toy cars. Duff handling, great multiplayer.



Pokémon Snap 87%

PRICE £44.99

Travel around Pokémon Island snapping critters.



World Driver Championship 87%

PRICE £39.99

A bit of a locker, but the handling isn't forgiving.



Xena Warrior Princess 89%

PRICE £39.99

Decent beat 'em up based on the TV series.



Yoshi's Story 88%

PRICE £39.99

Cute looking game where you're after Baby Bowser.

Sales chart

Top 10

- 1 Banjo Toole
- 2 Excitebike 64
- 3 Kirby 64
- 4 WWF No Mercy
- 5 Conker's Bad Fur Day
- 6 TWINE
- 7 Lego Racers
- 8 Battle for Naboo
- 9 Pokémon Stadium
- 10 Mario Tennis

ESP
Nintendo
TODAY



▲ The bear and bird combo are still riding high in the charts in this cracking adventure. Have you got hold of your copy yet?



▲ You've decided it was worth waiting for. Good show.



▲ This top grapple fest simply refuses to submit.



▲ The little pink fella has certainly sucked you in.



▲ Who's the rudest of them all? Why it's Conker of course!

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For the console of your choice!

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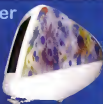
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Instant Win



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Plus a Gameboy Color!

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Put a screen graphic on it, or a new tune and make it yours. 'pay as you go' sim or pay in your own.

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Win Gaming Glasses!

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Get close to the angelic vampire with a great bundle of goodies including Videos, Books, T Shirts & more!

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Goldeneye
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Mario Party
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09063 608009

WWF No Mercy
09063 657026

Banjo Tooie
09063 608057

Zelda 2
09063 608054

Conkers Bad Fur Day
09063 608058

Pokemon Yellow
09063 608050

Banjo Kazooie
09063 608056

Zelda 64
09063 657024

Wrestlemania
09063 608055

Pokemon Gold
09063 657028

Diddy Kong Racing
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Calls cost £3. Ask permission from the bill-payer. Calls from Ireland IRE1 per min and callers must be 16 or over. Mobile charges vary.

Services require a tone phone. INSTANT WIN competitions have questions, and a game, to decide the winner. Other competitions involve questions with tiebreaker and end on the 31st August 2001 (unless otherwise indicated), after which they may be replaced by a similar service. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data to make offers to you. If you DO NOT wish this, call 08700 101598. For rules or winners' names, see our web site or send a request with SAE. If you win an INSTANT prize visit www.fanz.co.uk. OR send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185(UK) 1850928228 (Eire). Winners Line 08700 101597. Fanz is a trading name of InfoMedia Services Limited.

Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

Banjo Tooie **p46**

Conker's Bad Fur Day **p46**

Excitebike 64 **p46**

F-Zero

Maximum Velocity **p45**

F-Zero X **p47**

GT Advance **p45**

Kirby 64

The Crystal Shards **p45**

Super Mario 64 **p46**

Super Mario Advance **p44**

WWF No Mercy **p46**

Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes **p48**

Your Scores

Can you beat the best? Turn the pages and find out **p50**

Banjo Tooie

It's time to whup Grunty's butt in our final guide **p52**

Mario Advance

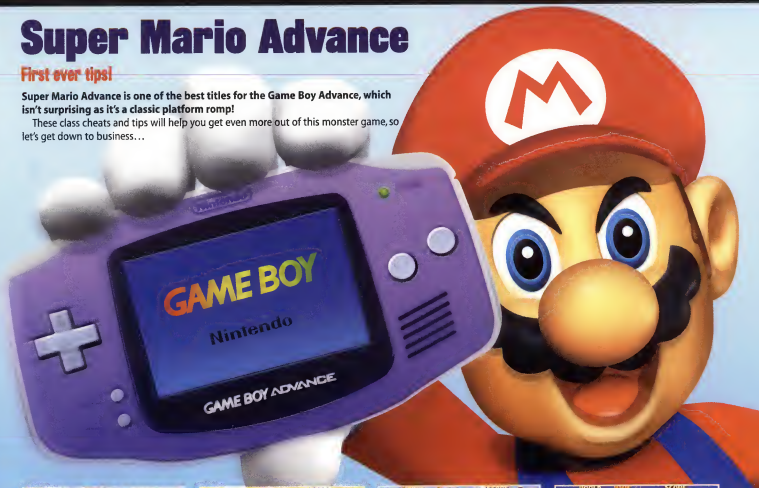
Save Subcon in our giant first walkthrough **p64**

Super Mario Advance

First ever tips!

Super Mario Advance is one of the best titles for the Game Boy Advance, which isn't surprising as it's a classic platform romp!

These class cheats and tips will help you get even more out of this monster game, so let's get down to business...



▲ If the phone rings in the middle of a game there's a way to halt it and save your batteries. Pause then press **SELECT** and **START** at the same time to send your GBA to sleep. Press **SELECT** and **START** to wake it up.



▲ To warp to level four from world 1-3 is easy. Just before the brick background, pick up veggies until you get a bottle. Walk past the bricks and throw the bottle onto the first pot. Enter door and go in pot to warp.



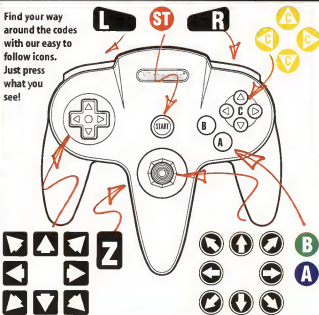
▲ To warp to level five from 3-1, enter the first door and fall all the way down. At the bottom is a platform with a door. Enter it, find the bottle and throw it on the ground. Enter this door, jump in the vase to warp.



▲ To warp to level six from world 4-2, enter the whale area and look for the bottle. Throw it onto the nearby pot, enter the doorway and jump into the pot. You'll now be mysteriously warped.

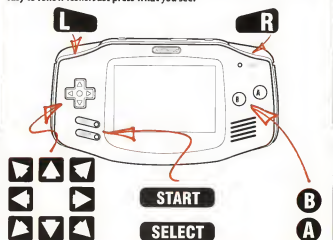
N64 Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



GT Advance

Unlock some top racing modes



I love racing and always play to win, but even the best racer needs a hand now and then. Use a mirror to check out these top track cheats.

GT Advance is a pretty cool racing game with tons of cars, and some awesome tracks to zip round.

We've been hard at work to give you some cheats that will really spice up the game, and extend the life of this excellent racer.



There's a hidden demo mode that explains how to play F-Zero Maximum Velocity. To access it all you have to do is press **SELECT** at the title screen. How easy is that motorheads!



To unlock the Championship mode, which is a special Synobazz track, you have to register your name in the rankings of every race in every series. It sounds hard, but the track is worth it.

If you want to reset the game without turning the machine on and off you should press **O**, **O**, **SELECT** and **START** at the same time. Beats flicking a switch any day of the week.

F-Zero Maximum Velocity

First ever tips!



C'mon gamers, you know you just want to cheat! Put these tips into action and you'll be the fastest driver on the GBA.

Wow, is this game fast or what! It's a scorcher! A firm favourite here at NOM, and a big seller in the shops, too.

Thankfully we've found some tips and cheats that will crank up the game's long term lability. Racers at the ready...



There's a hidden demo mode that explains how to play F-Zero Maximum Velocity. To access it all you have to do is press **SELECT** at the title screen. How easy is that motorheads!



For a rocket start, hold down the accelerator prior to the start and rev your engine until your craft lights up. Don't flood the engine and maintain mid rev range when the race starts.



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Official Nintendo Top 5 Tips

These games are the most popular around, so if you've got a copy of a top 5 game these tips may just interest you.

Banjo Tooie



Extra Eggs and Feathers

It's top of the charts again, and deservedly so. If you want to get an unlimited number of Eggs and Feathers, then try entering **CHEATONESTKING** in the Mayahem Temple's Code Chamber to unleash eggy-feathered havoc!



Find your way

It's no fun getting lost in Jigglywiggy's mammoth Temple, so try entering **CHEATOGETJIGGY**. You'll now find Location Signs littered about the place to help you find your way around. Go get those Jiggies, guys!

Excitebike 64



Tough as old boots

If you're a racing Junky who found this top biking sim just a little bit on the easy side, then enter **PATWELLS** in the cheat menu to make things a little bit more competitive. Go for it!



Mirror, mirror

By entering **YADAYADA**, you'll access the Mirror mode, opening a whole load of new tracks. Remember, to get to the cheat menu hold down **L** + **C** + **Z** + **A**. Get riding you crazy biker.

Kirby 64



Who's the man

Not a code, just proof that you're a rock hard gamer. If you finish the game with 100% crystals, you'll unlock Boss Battle mode, Movie Viewer mode and Sound Test mode. Better get eating.



WWF No Mercy

Get Shane McMahon

The McMahon family has developed a stranglehold on the WWF, and you can get in on this by unlocking Shane. Simply knock him out of the ring in Survival mode to make him yours.

Conker's Bad Fur Day

Multiplayer characters

To get two extra characters in multiplayer, enter these codes. **EASTEREGGS** lets you play as Neo Conker while **BILLYMILLROUNDABOUT** opens up Greg the Grim Reaper. Gulpi!



Classic Corner

Super Mario 64

Back when the N64 was released, this was the daddy of all games, and the old plumber's getting a new lease of life on GBA. We've dug out some cool hints and tips to make this 3D platformer even better.



▲ Jump to the top of the castle

From the start, go up the path, turn right and head for the very last tree. Perform a Triple Jump here then quickly jump off the slope to go to the top of the castle.



▲ Ride the penguin

Now here's a top tip for all you Mazza nuts! At the Ice Bridge on Course 10, jump on top of the penguin instead of trying to go round, and then you won't get blown off the top.



▲ Butterfly bombs

On Courses Two, 12 and 13, punch the clusters of butterflies who sail past. If you're lucky they will turn into 1-Ups, but be careful as sometimes they turn into exploding bombs. Arggh!



▲ More lives

Outside the castle, the third tree from the waterfall contains an extra life. Go in and out of the castle to find another one. Repeat as many times as you want.

Your Tips



Write in

Win cool



goodies this month

Now it's your turn to sit in the hotseat as we give you the chance to display your brain busting Nintendo knowledge in all its glory. If you've discovered the magical formula to unlock hidden tips why not write in to the normal address.

Banjo Tooie

Turn the deadly duo into water babies

Making a quick getaway underwater can be a little tricky at times, but that's a thing of the past with this handy hint.

Thanks to Simon Westerton from Liverpool, there's an ingenious move hidden right back at the start of this classic Rare game.

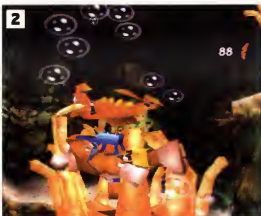
WARIO'S WINNER
Simon Westerton,
Liverpool

Make the duo swim faster

1



▲ After learning Bill Drill from Jamjars, head back to Banjo's quaint little house. Just to the left of the gate is a large boulder.
▶ Snatch up the goldfish who appears and chuck it into the Spiral Mountain river. While underwater just press **A** and **B** to swim faster.



Star Wars Battle for Naboo

Extra hard baddies for true Jedis

Saving the galaxy from the evil Empire is a pretty easy task if you've got the right pair of shooting boots.

If you're finding this space blaster a little on the simple side, then enter this code, sent to us by Torquay's biggest Star Wars nut.

WARIO'S WINNER
Billy Peterson,
Torquay

Lethal Empire enemies

1



▲ Here goes space cowboy! Enter the Options screen then choose Passcodes.

2



▲ Enter **NASTYMODE**, select a mission and the baddies will be a lot tougher.

Conker's BFD

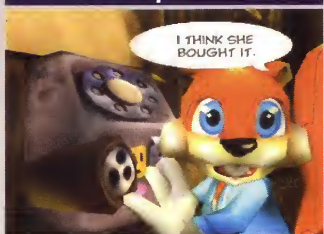
WARIO'S WINNER
Ryan Kyte,
Withington

Attention! Swear words imminent!

It's been selling like hot cakes ever since it was released and we've been deluged with hidden codes.

One of the funniest though was found by chance by Ryan who discovered this hilarious game on the Cheat Code menu.

Extra fun in the pub



▲ At the Cock and Plucker menu, select Cheat Code. For a laugh just think of any rude word. Enter it and the game will answer you back! How rude!

Your questions answered

Mayday! Mayday!
Are you tearing
your hair out?
Don't just sit there,
drop us a line at
Your Tips. Your hair
will thank us for it!



Pokémon Stadium

I'm having a really hard time trying to defeat the Elite Four in Pokémon Stadium. I've trained up a squad, but they are all Water Types. Is this causing me to lose all the time? Please help NOM!

Kent Wilson, Charlton, London

■ It's been around a while and it's still causing many problems. But the answers are easier than you think, so let us show you the way.



▲ First up, to defeat Lorelei you need Electric Type Pokémon to take out her Ice and Water creatures.



▲ If your Water Types have Surf then use them with Psychics to beat Bruno's Fighting and Ground/Rock Types.



▲ Agatha's squad consists of Poison Types, so send out your Psychics to set up a meeting with the final member...



▲ Take out Dragonair and Aerodactyl with Ice/Water Types and use Electric Pokémon to take care of the rest.

Legend of Zelda

Majora's Mask
Please can you help me! In Majora's Mask I can't get Epona out and it's driving me mad. It's such a great game that I'm dying to finish it, but I need Epona's help!

James Sowood, Queensbury

■ Firstly you must complete Snowhead Temple. Once that's done, use your Ocarina to warp back to the first day and get a Powder Keg from the Goron in Clock Town's Bomb Shop. Head to Milk Road, blast the rocks with the Powder Keg and make your way to Romani Ranch. There, meet Romany who will ask you to take part in a challenge. Pop the 10 balloons and she'll teach you Epona's Song. Now go get your steed!



▲ Use the Powder Keg to blast the rocks that open the path down to the ranch. What an explosion!



▲ Complete the challenge to learn Epona's Song. Play it to your four legged friend and it's yours.

Banjo Tooie

I'm nearly at the end of this great platformer, but I'm having a lot of trouble on Cloud Cuckooland.

Every time I race Canary Mary on the mouse I always lose. It's impossible! Please help me!

Tom Clarke, Norwich

■ Canary Mary is a tough old bird to beat second time around. She's faster than you and there's no way you can make your car any quicker. However, by accelerating and slowing, she will follow your pattern. Start off slow and Mary will be more sluggish than if you blast out of the blocks. Keep doing this until you finish.



▲ Mary is a tough old bird to beat. Alter your race pattern to win.

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo prize.

Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

Have you come up with a corking game for an existing N64 title? Want to tell the Nintendo universe all about it?

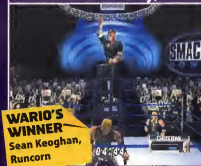
Goldeneye 007, Save Natalya



WARIO'S WINNER
Rob Styles,
Whitcross

■ Begin a four player. License to Kill game on the Bunker level.
■ One player should be Bond, one Natalya and the others guards.
■ Arm Bond with a PP7 and stand on the helipad.
■ The other guards should be equipped with K7s.
■ The guards must take Natalya to the helipad. It's Bond's job to take out the guards, but not Natalya.

WWF No Mercy. Ultimate Submission



WARIO'S WINNER
Sean Keoghan,
Runcorn

■ Choose an Iron Man match with any time limit and no count out.
■ Turn off pin, TKO and DQ and put on submission and rope break.
■ The aim is to perform the most submissions within the time limit.
■ Submissions only count when they are inside the ring. If you perform any outside, they can't be included in your total.

✓Are you the best? ✓The coolest games ✓Awesome prizes

Your Scores



There's no room here for bedroom champions. If you think you're the best, get writing in and you could win an official Nintendo 64 controller.

This month's tough challenges

01

F-Zero

Knight Series, Beacon Port

Have you got what it takes to be an ace space racer over five laps? Choose Time Attack against one rival on any difficulty. **HINT! There are loads of purple speed boosts, so use them to your advantage.**



▲ The best time wins the booty, so put your foot down.

02

Tony Hawk's 2

Single session, School level, highest score, any skater

Ring the bell, school's out and it's time to do some serious skateboarding.

HINT! Finding gaps and manoulling between tricks will help your score.



▲ Catch some classy combos to be top of the table.

The month's results in full

Banjo Tooie

Mayahem Kickball Final, most goals scored
Michael Davies comes top of the league for this challenge.

TOP BANANA

Michael Davies, Surrey 24 goals

02 Paul Barnes, Bolton 21 goals

03 George Malcolm, Bristol 20 goals

04 Simon Charyis, Rhyl 18 goals

05 Pete Franklin 17 goals

Excitebike 64

Desert level, fastest time to extinguish 10 bonfires
We tip our hats to Sean from London who steamed in with a great time.

TOP BANANA

Sean Bright, London 5:03:48 mins

02 Paul Beckenbrook 5:06:54 mins

03 Tom Frank, Basildon 5:14:18 mins

04 Brian Wallace, Leeds 5:36:20 mins

05 Matthew Brown 5:42:68 mins



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam in the game and get your high score or time.
- 2 Take a picture of the screen with no flash. Taking it at an angle with the curtains drawn will help.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

7 Buy the mag to see if you've made it to our Hall of Fame. 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Ladies and gentlemen, the next Mega Challenge will find the cream of the squared circle in WWF No Mercy!

Mega Challenge

The new WWF No Mercy Mega Challenge will truly test your mettle, as we find out who is the real king of the Cage match.

What you have to do

To stand a chance of winning a place in our final, you need to start a Cage match. You can pick any wrestler you like, but your opponent has got to be The Rock.

Now's the time to prove you're the fastest out of the Cage. Send in your fastest time, along with a photo to prove that your time's legitimate, to the usual Mega Challenge address.



The Mega Challenge final

Only those who finish in the top four will make it through to the final.

These kings of the ring will be invited to NOM Towers for a fight to the finish to see just who's got what it takes. We set the rules for the Mega Challenge Final. If you want to bag the prizes on offer then you'd better dust off those spandex shorts and get sweaty.

Practise all the killer moves that will keep your opponent floored for the longest possible time, otherwise they'll pull you down off the Cage. Good luck!

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 8 September 2001 free.



► Use every dirty trick in the book to pulverise your opponent and get out of that cage as quick as you can.



Closing date and rules

- The closing date for this Mega Challenge is **Friday 10 August 2001.**
- The Mega Challenge Final will take place on **Saturday 8 September 2001.**
- For the final contest itself, we set the rules! The final will take place in the multiplayer venue of our choice.
- Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.
- The decision of the magazine is always final. Alright?

In the event of a tie, the names will be put into Tim's biggest pants and one will be drawn out to attend the final. That's all you need to know.

Banjo Tooie

Gruntilda Whoopin' Guide Part 2

Having busted through the first three worlds last issue, we're now going to take you right through to the final battle with Gruntilda! Can you handle it?



Contents

Busted open...

- ✓ Jolly Roger's Lagoon
- ✓ Terrydactyland
- ✓ Grunty Industries
- ✓ Hallfire Peaks
- ✓ Cloud Cuckooland
- ✓ Cauldron Keep
- ✓ The Final Battle

Banjo's Best Bits

- Issue 93 News
- Issue 102 Big Game
- Issue 104 Review
- Issue 106 Guide Part 1

WE SAID "Banjo Tooie's got incredible worlds and challenges that'll blow your mind."

Jolly Roger's Lagoon

Although appearing small at first, don't be fooled by the quaint little seaside village. It's a beast of a level! There's so much to see under the waves that you'll be in for quite a stay.



1 Your first job is to blow up the big tomb in the middle of the town square with a Grenade Egg. This will reveal a handy Split Up Pad underneath.



2 Launch Kazooie off the Split Up Pad towards Turtle View Cave in order to learn WingWhack. Now Kazooie can dish out some punishment by herself!

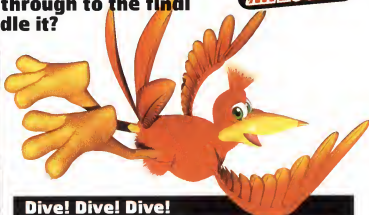
◀ To buy items in Jolly Roger's Lagoon, you'll need Gold Doubloons. They're scattered around the town and in the water, so be sure to Bill Drill the mounds of discoloured earth to find extra coins.



4 When you've found 20 Doubloons, take them to Pawnio the shopkeeper for your first Jiggy! Be sure to find the Glowbo in the shop, too.



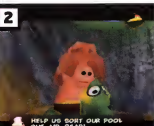
5 Next you should fetch Mumbo. Use him to oxygenate the lagoon water, that way you won't drown in the wet stuff when it comes to taking a dip.



Dive! Dive! Dive!

Now Mumbo's made the water all lovely and breathable, it's time to go exploring. Don't forget to swim using the first person view as it's a lot easier!

▶ Pop into Jolly's and bash down the door to his spare room. Inside you'll come across Sergeant Jamjars who will teach you Sub-Aqua Egg Aiming.



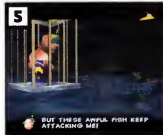
2 Leap onto the big tap by Piggles and Trotty to break into the Waste Disposal plant. Beak Barge the big red button to remove the pool's pollution.



3 Now dive into the Lagoon and swim to the very bottom. Fire an Ice Egg at the big octopus' face to make it safe to swim past. Good shootin' team!



4 Next you'll find yourself in Atlantis! Swim to the big temple directly ahead and remember the door's combination. Shoot the town square's pots in that combination to open the door.



5 Head inside to meet Chris P. Bacon. Float above his cage and look straight down, using Egg Aim to hit any fish who come too close to Chris. Shoot well and there will be a Jiggy in it for you.

Under the Sea

You'll learn a useful underwater skill on this level. Talon Torpedo enables Kazooie to smash underwater blocks with her beak.

Down in the depths of the water, you'll be called upon to use Talon Torpedo to reveal some tucked away goodies.



▲ The Eels' lair is on the right side of Atlantis. Head in, swim to the top and jump into the alcove to find Sergeant Jamjars' hideaway.



▲ Now search the sea bottom, Smugglers' Cavern or the initial area of the Lagoon to find a transparent fish with a Jiggy in its belly. Torpedo him to get it!



▲ Look out for a crashed UFO in the first area of the Lagoon. Talon Torpedo the door to get in, then use Ice Eggs on the aliens' power cells to release 'em all.



▲ Find the Seaweed Sanctum in Atlantis and climb to the top. Exit to find the seabed and the big fish. Shoot his teeth out to open his gaping mouth.



▲ Inside the slobbering nasty piece of work is a Jinjo and Jolly's partner Maggie! Set her free and return to Jolly for your tasty reward. Good work gang!

Lord Woo Fak Fak

Humba Wumba turns you into a submarine in Jolly Roger's Lagoon, complete with sonar and exploding torpedoes.

Find a Glowbo down in Atlantis and you'll soon be having heaps of fun cutting through the water, but there's plenty to do first...



▲ Humba Wumba is in a cavern off to one side of Atlantis. Her Glowbo is under the rocky platform which her flooded wigwag sits on.



▶ Speed to the sea bottom and dive down to the cavern. Take part in Grunt's challenge to destroy 60 points worth of mines to win a Jiggy.

▶ Find a Glowbo and go find sweet Humba.



▲ Back outside, blow open the locker marked D. Jones to meet Lord Woo Fak Fak! This fishy face is a nasty piece of work.



▲ Destroy Fak Fak's throbbing balls with torpedoes then shoot his eyes when he whinges at you. Voila! Un grand Jiggy!

Find the Jinjos

There are more ickle Jinjos to dredge up in Jolly Roger's Lagoon and some of them are in tricky places, too.

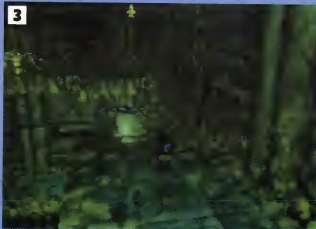
If you've not found them all, let the deadly duo help you out.



▲ In Blubber's Waveracer shop, use the Shock Spring Pad behind the counter and run round the beams to find your first Jinjo.



▲ Pay Blubber one Doubleloon to get the Turbo Trainers and peg across the Lagoon using your special powers. At the end leap up for the second Jinjo.



▲ Jump to the top of the Seaweed Sanctum in Atlantis to find another little fellow sitting on top of a broken pillar. Aren't they cute?



▲ Swim out the left exit of Atlantis into the Sunken Galleon. Inside, blow open the chest with the Jinjo sign on the outside to release another chap.



▲ The last Jinjo is inside the big fish's belly where you found Jolly's little lady, Maggie. Follow the other gloomy tunnel until you find the little creature.

Terrydactyland

You're probably wondering why we haven't told you where to find the remaining Jiggies in the Lagoon.

Well, you can't get them yet, so for now head for Wasteland and open up Terrydactyland, stopping to learn Clockwork Kazooie Eggs on the way!



▲ Climb up the grassy ledges to the right of the entrance to locate good ol' Sergeant Jamjars and his Springy Step Shoes. Boing!



▲ Grab the Wading Boots to the left of the swamp and pay super shaman Mumbo Jumbo a visit. Pick up the Glowbo behind his skull and get him to enlarge his stepping stones as well as Humba Wumba's wigwam.



▲ While you're near Humba Wumba's wigwam, take control of Mumbo Jumbo to open up the train station. Hop on the switch to give Chuffy access to the dino domain and to return the dino from Witchyworld safely home.

Terry's Troubles

If you're wondering who keeps moaning when you find the big Eggs, it's Terry, the annoyed pterodactyl who thinks Banjo is a cheeky thief. Time to deal with this little problem!

► Use the Springy Step Shoes to climb the mountain by Humba's wigwam. You'll find more shoes in Unga Bunga Cave.



◀ The second Egg is on the pool near the entrance. Use the Flight Pad as Kazooie to reach this one.



Dino Deed

Now it's time to bring out the T-Rex for some dino stompin' fun!

Fortunately, you are the dinosaur and don't have to worry about being eaten! Thank goodness Turok's not around to do some blasting.



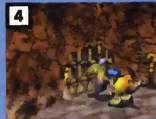
▲ Humba Wumba's Glowbo is milling around at the top of a cave near her wigwam. Activate the Tahn Trot move to climb up and get it.



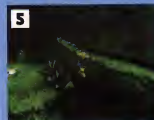
▲ Pay Humba's newly enlarged home a visit to turn into a T-Rex, then head to the level entrance. Climb the nearby slope and roar to scare the caveman.



▲ Use Mumbo to return the wigwam to the normal size, then transform again, this time into a baby T-Rex. Talk to any stegosaurus to learn how to roar!



▲ Climb mountain behind wigwam, roaring at T-Rex doors for shortcuts. At the Jiggy gate, rear a short, short, long, short, long, long combination.



▲ Head to pool near entrance as Banjo and climb the vine behind the waterfall. Swim the passage, split up and Grip Grab across the river for Taxi Pack move!



▲ To find Kazooie's Hatch move, open the gate in the Unga Burgas' cave. Split up in the next room, and bring Kazooie here to learn the ace new move.

► Bill Drill Terry's nest to find another cheap Jiggy then head off to find the Eggs. The first one is inside Oogle Boogles' cave and you'll have to use the Shock Spring Pad on the left path to reach it.



▲ When you get to Terry, she'll attack you! Tahn Trot to avoid her acid gob, then fire Grenade Eggs at her. When she disappears, kill the bogeys she fires before repeating the process to finish her off!

◀ The third can be found inside the Unga Bunga Cave where you learned Hatch. Follow the narrow red passageway in the Split Up Pad room to find it.



▲ Go to Terry's nest and leave via other cave. Split and drop to bottom as Kazooie. Return to Egg hatch and switch to Banjo. Taxi Pack to grab baby and carry to Terry.

Meet the RockNuts

One tricky part is mashing the RockNuts tribe. They may have tough armour, but they leave their bums poking out the back! All you need to do is blow up a Clockwork Egg by their backside and there will be another Jiggy in it for you.



▲ Send a Clockwork Kazooie Egg through the cave opposite the entrance until you find the RockNut on a grassy bridge. Give him a nasty little surprise.



▲ Near the Flight Pad that Terry opened is a caged RockNut. Send a Clockwork Egg through the hole to the left of the cage. Enter first right hole.



▲ The next RockNut is in the Train Station. Fire a Clockwork Kazooie Egg over his head then hit the detonator. Only two more to go now!



▲ Near where you got the Unga Bunga Jiggy is another. Show yourself to him as Banjo, then send an Egg round the side of his cave to come in from behind.

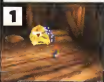


▲ The last one's behind the waterfall. To get there, follow the river passage and fire an Egg through the small hole to the left of the waterfall.

Family Friendly

The Styracosaurus family, who live in the cave opposite the Train Station, have got themselves in a bit of a pickle.

There's lots to do for them, so be ready for a long journey...



▲ Split up and Taxi Pack III Scrut to Station. Call Chuffy, Release Scrut in Witchyworld and she'll return home.



▲ Fetch Kazooie, take Chuffy to Cliff Top. Visit MJ and use Heal on dino in cabin. Take him back to Terrydactyl land on Chuffy.



▲ Drill cave boulders to find a Mumbo Pad. Use MJ to enlarge little dino and take your golden Jiggy piece as a reward.

Mountain Mayhem

High up in the peaks, there are many hazardous paths to negotiate. But you'll get through without a scratch, thanks to our tips.



▲ Warp to the top of the mountain and cross narrow path. Don't walk too fast or you'll fall off. Blast the enemies who stand in your way for a much easier time.



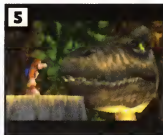
▲ Use your collection of Ice Eggs to put out the raging fires. Once done you can cross the pillars without any problems. Follow the tunnel to the Stomping Plains.



▲ Use your excellent WonderWing ability and charge straight across. Hit the Banjo Kazooie switch to get the Jiggy and enter the tunnel to get back to the start.



▲ Later, when Banjo has learned Snooze Pack, return and split up. Run between footprints and have a quick kip in each one. Hit the Banjo switch and enter cave for a Halffire Peaks Jiggy.



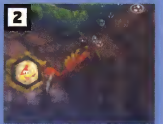
▲ Go in the cave by the river passage and Beak Barge the button to raise the walkway. Spring up and you'll be eaten! Destroy the germs in Chompasaurus' stomach to escape with a Jiggy.

Save the Jinjos

Yep, more of the little blighters to find on this level. You'd think they'd learn by now, wouldn't you?



▲ Near Mumbo's wigwag, turn into a Daddy T-Rex and hit the T-Rex switch. Return, take control of Banjo, run back and grab the Jinjo before time runs out.



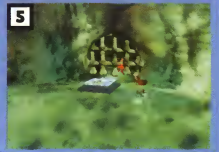
▲ Next up, dive into the pool near the entrance and Talon Torpedo the button. This opens up the gate under water, letting you grab the little fella.



▲ Shoot the button on the pillar opposite the level entrance. Use the Flight Pad that Terry revealed to reach the gate you opened.



▲ In the cage area where you busted a RockNut earlier, fire a Clockwork Kazooie Egg into the right hole to get to the caged Jinjo.



▲ Cross the Stomping Plains as Kazooie and stop in each footprint. Run as the leg raises and hit the Kazooie switch.

Grunty Industries

What a nightmare! Grunty Industries is a labyrinth of machine filled rooms and nasty security devices designed to make your life a misery.

This is without a doubt the most difficult level in the game, but don't give up yet! There are plenty of goodies to find and we promise it will get much easier from here. Let's get to it Nintendo!



1 Just to prove how irritating the level is, the door's locked at the very start! Run over to the right of the entrance and Grip Grab over the metal pipe to the right. What a start!



2 Jump onto the building and drop down the other side to find a Train Switch. Hit it, then leave the level and head to Cliff Top. We're very nearly there gamers. Just a little bit more work!



3 Ride the train from Cliff Top into the Station to finally get into the level. Split up inside the main area and push the switches either side of the door to finally open the entrance.

Let's Go To Work!

Now you've sorted out that little diversion, it's time to start searching every nook and cranny of the sprawling factory known as Grunty Industries. Don't wet your pants yet!

Before you should even think about going for the Jiggies though, there are some useful things you've got to learn.



1 Now the Split Up Pack in the main chamber is a hatch where Kazooie learns how to use the Claw Clamber Boots! Now we can start looking for the Elevator Door switches.



2 Use the Boots by five. Station to run up the wall. Enter the pipe and leap up to Floor Two. Pass Humba and go into the Magnet Chamber. Reak Barge the first switch which is on the walkways.



3 From Humba Wumba's wigwag, take the left exit, go left again past the nasty TinTops. Grab the Claw Clamber Boots in the chamber you find and run up the wall to make a quick getaway.



4 Grip Grab along the pipe to the left to a ladder. Climb it to Floor Three. Negotiate the crates and shimmy along the crane tracks to reach the Boiler Plant and the second Elevator switch.



5 Run past the third floor crates until you find one underneath a walkway. Climb the pipe and go through the door. Leap up the fire escape to fourth floor.



6 The next Elevator Door switch is beyond the Crushers. Climb the pipe ahead as Banjo to find the last switch, that's situated near the Cable Room.

Give It Some Juice

Your next job is to power up a few of the factory's devices with batteries that are scattered around the place.

As Banjo, hit a battery with his Pack Whack move, then pick it up using Taxi Pack and take it to where it's needed!



1 The first task is very easy and you should have no problems. The battery's above the level entrance, so take it to the Waste Disposal Plant on the right of the Station on the first floor.



2 On Floor Two, blow up the grate by Humba. Cross the pipes, split up and Grip Grab along the pipe to the left to find a battery. Take it to the ElectroMagnetic Chamber door where you entered. Not so easy.



3 On Floor Three, split up by the arch. Get the battery near Mumbo's Skull and clamber up the boxes. Cross crane tracks to Boiler Plant and use the battery by the Packing Room.



4 While you're here, Bill Drill the four screws on the panel on the floor by the entrance to the Plant. It may not seem it at the moment, but believe us, this will be extremely useful later on.



5 On Floor Two, head left twice from Humba. Get the battery near the ledge and head to Floor Four. Go past the Crushers, climb the pipe beyond to find the Cable Room and the last power cell.

Magic and Mayhem

If you've been having a bit of grief up until now with the Crushers, here's how to deal with them, along with some other cool hints.



1 Mumbo is on Floor Three. Warp him to the fourth floor and climb the boxes in the Crusher Room to find a Mumbo Pad which deactivates them for a while.



2 Warp back, switch to Banjo and quickly run past the static Crushers. Hit the switch at the very end to stop them completely. Nice work, Honey Bear!



3 Thought that was tricky? Warp Mumbo Jumbo to the second floor's ElectroMagnetic Chamber. Climb the walkway and cast the spell again. Warp back to Banjo and take control of him.



4 In turbo time, warp to Humba Wumba and she will turn you into a Washer. Trundle to the Electromagnetic Chamber and hit the red button to open a door in the basement.

Getting Jiggy

Now you've done everything you need to do to start Jiggy hunting. Took a while, didn't it? But you should at least be fairly familiar with the factory layout by now. Let's get a move on.

1 I THINK IT LOOKS LIKE AN ENORMOUS TOILET CLEANER!

▲ Head down the stairs to the left of the entrance to the Air Conditioning Plant. Climb coloured wire at the end to enter the Repair Depot. Drop down to Weldar.



▲ To beat him, run into a corner. Dodge his flame blasts and shoot a Grenade Egg into his mouth when he starts hovering. Make sure you keep moving.



▲ Keep repeating, destroy his nuts and bolts, then repeat the three steps, avoiding the electrified floor, to finish Weldar. You've now got another Jiggy!

Trash Talkin'

Now we're getting somewhere. Keep at it though as once this little lot is out of the way, things get a lot easier.



▲ Hop into the Waste Disposal Plant you opened as just Banjo on the first floor to learn Snooze Pack. This lets you restore your health by taking a nap.



▲ Go into the Trash Compactor and, after you're squished, enter the alcove and take a nap. Repeat, hit the end switch and do it one more time for Jiggy.



▲ Head back to Packing Room you opened earlier. Collect 40 points worth of Twinkies to win a Jiggy. Get the Turbo Trainers to make your job easier.



▲ Head to Cable Room. Hop over the wires into the Quality Control Room. Shoot blue barrels with Grenade Eggs for a Jiggy. If you make a mistake, hit the Fan Switch outside.



▲ Can't reach it? No problem! Return to Humba Wumba and transform into a washer. Now you can go through the No Entry door on the fourth floor and collect the Jiggy piece.

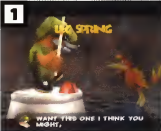


▲ Leave the Cable Room and climb the walkway. Get the Claw Clamber Boots to reach the Sewers. Inside, you need to destroy 20 Clinkers. Keep your eyes and ears open to get them.

Flying High

Kazooie gets a nice new move on this level. Leg Spring allows her to perform a double jump all by herself which certainly helps out.

► Outside the Electromagnetic Chamber, split up and drop down to the floor. Enter the room with the TinTops and get the Clamber Boots from a crate. Run up the wall in the Toxic Chamber to find the move.



▲ Head up to Floor Four again. In the room where the TinTops gave you grief, hit the big switch to reveal some very useful Flight Pads outside.



▲ Go outside and fly around until you find a breakable window above a pipe. Blast it open, fly inside and unscrew the panel like you did earlier.



▲ The final panel to reveal a Shock Spring Pad is on the fourth floor. Take control of Kazooie and spring up to find another piece of golden Jiggy.

Time For A Wash

Now it's time for some serious machine action. We used the pants firing beast earlier, but let's see what it's really made of!

Remember, as the Washer you can use the Service Elevator and open No Entry doors without any problems.



▲ Turn into a Washer and use the Fire Exit next to wigwam. Smash crate with your pants to reveal it and trundle across the sludge to find a Skivvy.



▲ On the first floor, the panel you unscrewed earlier dropped a metal box down in the main room. Jump onto it to reach another Skivvy.



▲ On the first floor, check the Workers' Quarters to find a Skivvy in a bedroom. Blast open the toilets and drop a Grenade Egg down Loggo for a Cheatol



▲ On the second floor, head to the level three ladder for a Skivvy. You need to open the metal pipeway in the TinTops room as Banjo.



▲ Bust open the Rare crate on the third floor that's blocking a doorway. Open the machine only door to find a Skivvy.



▲ Take the Service Elevator up to the fifth floor and use the machine only door. Head up ramp for the final Skivvy!

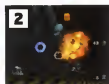
Come back later!

You'll spend hours searching the giant worlds in Banjo Toole and uncovering all the lovely Jiggy pieces.

But here are a few rewards that you'll need to come back for later when you've got some new moves for Jamjars.



1 Get the Glide move from Haillfire Peaks and as Kazooie head left from the entrance. Leg Spring, then Glide to the rooftop and reach the Flight Pad.



2 Bust the window above the factory entrance. Glide to the central platform and, when the Tintops appear, jump on the pipe and blast them for a Jiggy!



3 Split up on the first floor and enter the Waste Disposal Plant as Banjo. Hit the switch behind Sergeant Jamjars to raise the Toxic Waste level.



4 Use the Sack Pack skill you've learnt in Cloud Cuckooland and bounce your merry way across the waste to reach another Jiggy on the other side.



5 When you beat Weldar, he stopped the giant fan in the basement, letting you get to another area of the Waste Disposal Plant. Make your way there now.



Use the Sack Pack skill you learn in Haillfire Peaks to dive under the horrible sludge for another easy Jiggy. Who! That's all of them now gang.



Toxic Jinjo Mania!

Remember, the nine Jiggles on the Isle O' Hags can only be obtained by completely reuniting the Jinjo families.

That's right there are even more little fellas to find and rescue. Better go get 'em, big bear. Here's where you'll find them...



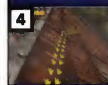
1 Fly around outside and blow off the metal panel on the left hand factory chimney. Fly through to find a Jinjo in the Boiler Plant.



2 Split up outside the ElectroMagnetic Chamber and use Kazooie's Leg Spring move to reach the Jinjo in the alcove nearby. Nice one bird face!



3 Still split up, take Banjo through Fire Exit you used as the Washer. Smash the crate outside and hit the switch. Now swap to Kazooie.



4 Take Kazooie outside. Smash another crate for some Claw Clamber Boots. Use your wall climbing ability to dash up the factory side for the third Jinjo.



5 Join forces again and fly up to the roof. Smash through one of the fifth floor windows and look around to find a cuddly Jinjo on top of a nearby box. Nearly got 'em.



6 Go to Jolly Roger's Lagoon and enter Smuggler's Cavern. Torpedo the Kazooie grate, follow the tunnel, and freeze the blades to get the last Jinjo.

Heading for the Peaks

Nearly time to head for the next level, Haillfire Peaks! Before we do that, though, there's a few bits and pieces worth doing.



1 Head back to the Cliff Top area of the Isle O' Hags. See that big ol' chasm there? We need to bridge that giant gap somehow and get across safely.



2 Take the narrow staircase that leads down the side of the cliff to find a switch at the very bottom.



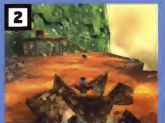
3 Once you've done that, you can reach Haillfire Peaks, the next level we're going to explore! Only two more to go!

More Isle Secrets

While we're here, it's worth collecting a few other items that the Isle O' Hags has to offer. How about some more Jinjos!



1 The first Jinjo is found in the Wooded Hollow, at the end of a tunnel marked by the tank tracks of the Hag 1.



2 Bill Drill the shaking boulder on the Plateau to reveal another Jinjo! You should be able to hear his cries.



3 In the Wasteland, climb the stone steps by Jamjars' hatch to find two Jinjos waiting for you. However, one of them is an evil Minjlo! Shoot them both to find the real one.



4 Before you enter Haillfire Peaks, nip around the back of the building and grab the Claw Clamber Boots. Run back over the bridge and up the cliff face to find another ickie Jinjo.

Hailfire Peaks

The Peaks combine the nastiest bits of a lava and ice level with many precarious drops and platforms to negotiate.



▲ Run past the pool to the left, past Mumbo's skull and drop to the ground. Wait for Chilli Bili to blow up the building to reveal a Flight Pad.



▲ Head past the pool to the right and hop up the platforms to a pool of lava. Jump off the cliff edge and grab the ledge. Shimmy to reach the Switch, to open Lava Station.

There are two bosses to mash, too, which could be a little tricky. But fortunately, it's nowhere near as confusing as Grunty Industries.



▲ To enter the Station, hop over the pillars in the lava. Look at the sign in the station to call in Chuffy the train. You'll be needing the old fella in a little while.



▲ Follow the path beyond the lava pool, avoiding the flaming hands. Drop off the ledge and continue round until you find Jamjars and get Shack Pack.

Magical Mystery Tour

Time to do the magic business again! Humba Wumba and Mumbo Jumbo are both busy bunnies on this level. Let's see them do their stuff!



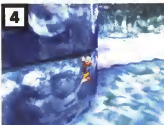
▲ Fetch Mumbo Jumbo's Glowbo which is just below his Skull. Go out of the other exit and you'll end up in Humba Wumba's little wigwam, on the icy side of Hailfire Peaks.



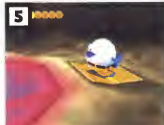
▲ Climb the slippery slope near Humba's wigwam to find a Mumbo Pad that allows the shaman to bring the Alien Dad back to life after he fell out of his UFO.



▲ Opposite the wigwam, go through the tiny gap in the rocks and climb the icy steps beyond. Follow the path past Boggy's Igloo to reach the other Mumbo Pad. Thaw out Sabreman!



▲ Now go get Banjo and head to Humba. To find her Glowbo, go through the gap to the right of her wigwam. Run along the lake shore and Grip Grab to a snow patch.



▲ Humba will then happily turn you into a Snowball. You get bigger and healthier by rolling around in the snow. To shrink yourself, just get hurt by an enemy.

Great Balls of Ice!

The Snowball has a few important jobs to do. Let's go do them, shall we? We haven't even started on the Jiggies yet!



▲ Either go through the little rock gap or up the slope if you're too big. Roll in the snow to get bigger and up slope to find a Warp Pad and a Train Switch.



▲ Use the Warp Pad to go to the upper area of the Lava Side. Quickly roll left and head up the ramp near the pool of boiling water back onto the icy side.



▲ Roll around in the snow to get big again, then tumble along the ledge to the Oil Drill. Drop onto the switch to reveal a Jiggy to pick up later.



▲ Switch back to Banjo and return to the Oil Drill. Follow the path down to find a Warp Pad and Biggafoot. Chilly Willy will drop a boulder on his foot!

Jiggy time!

Time to bag some golden wonders! Now you've done all that business, it should be no problem to get those Jiggies.

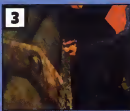
Hang in there Nintendoids, there are plenty more surprises waiting for you just around the corner, so stay alert at all times!



▲ Get the Claw Hammer Boots from Biggafoot empty cave. Run up the ramp behind and up the Kazooie tracks. Follow tunnels to Lava Station.



▲ It's your old pal Gob! Hop on his back and Beak Buster him just like in Banjo Kazooie to cool off Chuffy's boiler. Hop on Chuffy and go to the Ice Station for a Jiggy!



▲ Hop over the pillars to the right of the Stadium entrance. Split up on the ledge to the right. As Banjo, climb the chain up the pillar and Grip Grab to a ledge.



▲ Head outside and hit the switch. Now take Kazooie to the Flight Pad you revealed earlier and fly up to the alcove Banjo opened. Hit the switch.



▲ As Banjo again, Grip Grab along the nearby ledge to find another switch. Hit it and change to Kazooie. Drop down to the bottom for your Jiggy.

Playing Ball

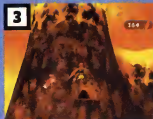
There are kickball fans in the Peaks as well, but they play with some interesting new rules. The lowest score wins!



1 Head back to the Stadium. At the back of the room is a wall. Destroy it to get back to Mayaheh Temple. Visit Humba, turn into a Stony and return.



2 As before, play three rounds of kickball and score the least number of points to win! Shoot red balls into your goal and yellows into everyone else's.



3 Got you feeling competitive? Let's take on Chili Billi then. Use the Flight Pad and fly to the mountain top, opposite the entrance. Enter the cave.



4 Billi will attack due to Banjo's refusal to give him pizza. Put Ice Eggs in the cannons while Billi shoots at you. Jump over his tongue when he tries licking.



5 To deal with his icy counterpart, get Biggafoot's Claw Clamber Boots and follow the snow free path to some Kazooie tracks. Follow path to a long set of tracks leading to a higher cave.



6 To heat Willy, follow exactly the same tactics, only use Fire Eggs instead. Willy is tougher than Billi, so be careful. You can actually fight either first, but the second one is always tougher.

Meet the aliens

Remember the Aliens from Jolly Roger's Lagoon. Well, they're in a bit of bother, and of course, it's up to Banjo to sort 'em out!

Remember earlier when you revived the Alien Dad? He wants you to find his kids. The first one is just opposite him, under some ice which you can Bill Drill to rescue the little mite.



2 The second is near where you found Humba Wumba's little Glowbo earlier. Bill Drill the icy covering again to get the Alien out. Well done!



3 To get the last one, Kazooie needs Glide. Leap off the high ledge near the Chilly Willy entrance cave and float to a snowy ledge where you'll meet Jamjars.



4 Now go back to the Oil Drill and climb the ledges to the top. Glide to the ledge opposite the last Alien Kid. Use Hatch to warm her up for the Jiggy!

Hot Stuff!

Feeling the heat yet 'cos there's lots more to do yet!

We'll go and chill out in a minute, but there's stuff to do on the lava side first before you can take a well rested rest.



1 Find the pool of lava directly above the first pool of boiling water and go through the archway. Inside the volcano, quickly hit the numbered switches to raise paths that lead to the Jiggy.



2 To the left of the Upper Lava Side Warp Pad is another pool of water (near where you Snowballed out earlier) As Banjo, leap into the water with the Shack Pack move and grab a fish.



3 Take it to a rather well fed Boggy who lives near Humba Wumba's wigwam and you'll get another Jiggy for your troubles.



4 Go find Sabreman, who Mumbo thawed earlier. Shoot Fire Eggs at him to warm him up. Split up and Taxi Pack him to the tent near the entrance.



5 Before reaching Kazooie, go to the Oil Drill and Shack Pack to pipe hole to get the Jiggy you released earlier. Now Kazooie's back for good!

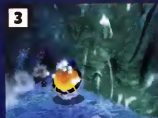
Hot 'n' Cold Jinjos

You know the score by now. Never mind, after this lot, there's only five more of the little blighters to rescue.

Split up, then warp to the Upper Area of the Lava side. Head left to a pool of boiling water and Shack Pack in to get a Jinjo from an underwater alcove.



2 Outside Boggy's Igloo is Mildred the Ice Cube. Smash her to pieces to retrieve yet another little Jinjo.



3 In Snowball form, go to the windy area near the Oil Drill and roll through the wind to get to another tricky Jinjo.



4 In the Stadium, hit the left switch upstairs. Leave and use WonderWing over pillars to get another Jinjo.



5 Behind where you learned Glide, enter cave. Jump onto an ice cube, leap in the air and Glide to Jinjo in high cave.

Cloud Cuckooland

The entrance to Cloud Cuckooland is through a little cave to the left of the Terrydactylland entrance. Hop into the bubble lift to enter this final level. It's totally bonkers!

► Run straight ahead and Biff Drill the discoloured earth near the start of the level to find two odd-looking seeds.



▲ Enter the Central Cavern and split up. As Kazooie, Hatch the egg in the cavern to reveal a floating creature Banjo can put in his pack to fly briefly.



▲ Get the Springy Step Shoes from by the Split Up Pads and spring to the left near some Egg nests. Go out the blue opening to find another Egg to hatch.



▲ Get the Claw Clamber Boots from near the Split Up Pads and run up the narrow white ramp near SuperStash the Safe. Run up the wall and go through the yellow door to find the third Egg. Nice going gang!

Green Fingers

Now Kazooie has released the peculiar Floatus Floatium creatures, Banjo can use them to get to places to plant those beans he found earlier.



▲ Get Banjo to Taxi Pack the creature Kazooie hatched. Float across to the red glass and Shack Pack through the little hole to learn the Sack Pack move.



▲ Exit through blue door. Climb vine to the left and cross the thorns with Sack Pack. Taxi Pack the creature and float to island. Drop a seed in the hole, jump in.



▲ Now go through the red doorway in the Central Cavern. Climb the vine again and cross the gaps. Taxi Pack the creature to drop off the other seed.



▲ Now exit through the door underwater in the Central Cavern to find George the Ice Cube. Beak Barge him off the ledgel. Also get the Glowbo from the pool to add to your list.



▲ Now go back to Hallfire Peaks. Shack Pack into the now cool water at the beginning and hit the switch to cool off Piggles and Trotty's water in the Lagoon! Grab the Jiggly!



▲ Go back to the Central Cavern. Exit through the water pool on the left of the Warp Pad. Torpedo the boulder in the pool to drain the water and retrieve Terrydactyl's final Jiggly.

The Triathlon

Mr Fit, the insane fitness freak ant eater is milling around this level.

If you beat him in three events he will give you a Jiggly. You'll cheat outrageously, of course, but if you win, you win!



▲ Talk to Mr Fit near the entrance. Grab the Springy Step Shoes from under the dirt you dug up earlier. This makes the High Jump event much easier.



▲ Split up in the Central Cavern then leave by the red exit as Banjo. Head to the beanstalk you grew. Climb it and Sack Race Mr Fit, taking the underhand shortcut to the left to win.



▲ Take Kazooie up the white ramp to where the Mumbo Pad was. Get the Turbo Trainers from the alcove before leaving the Central Cavern. Win for Jiggly!

Magic or Mingy?

You probably noticed there are two Mumbo Skulls on this level. That's because one of them is fake and houses something horrible.



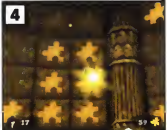
▲ If you're unlucky enough to pick the wrong skull, you'll fight Mingy Jongo. Simply dodge his four blasts then hit him with a Grenade Egg. Repeat until dead. He gets faster, so be careful.



▲ Pick the right Skull and fetch Mumbo. Lead him up the ramp in the Central Cavern by SuperStash and out the top exit. Use the Mumbo Pad up here to reveal a rainbow which you'll need later!



▲ Take Banjo and Kazooie out of the blue exit from the Central Cavern. Stomp on the stack of coins to open the Pot O' Gold and run over the rainbow. Drop in and you'll find a top mini game.



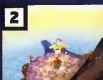
▲ Inside, shoot the correctly coloured hatches in the sides of the podium. Then grab the Golden Eggs and shoot 90 Jiggies to win... a Jiggly! No one is going to stop you now, Nintendoids!

Busy Buzzy Bumpers!

When you pushed George the Ice Cube off the ledge, he left you a Flight Pad. Be sure to use it to make getting around easier!



▲ Fly to Humba's, turn into a Bee. Her Glowbo is in a pool with a sign in the Central Cavern. Take off and search for Eyeball Plants!



▲ Blast 'em all. There's one by the Cheese Wedge, one by the pool you drained, one near where George was and one on a ledge halfway up the mountain.



▲ While you're a Bee, fly up to the top of the mountain and shoot the Bee statue 20 times. Enter the Hive and play the game for a Jiggy.



▲ Change back to Banjo, then meet Canary Mary behind the wigwam. Race her twice for a Jiggy and a Cheato. It's quite tricky, so rest if you're tired.



▲ Split up. As Banjo, exit cavern by the blue exit. Use the Flower Launcher at the top of the vine to reach the Jelly Castle. Shack Pack in the hole at base.

Taking Out The Trash

Checked your Jiggy total recently? We're nearly there! A couple more to get and the ones we left unfinished in the Lagoon, and we're all done!

► Split up. As Kazooie, fly to the Trash Can and hit the Kazooie Switch to open the door. Inside, hit the Gerns for Guffo the farting bean can for another Jiggy.



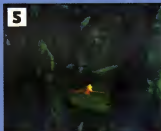
▲ As Banjo exit cavern through blue exit and climb vine. Over thorns, float to beanstalk and climb to cheese wedge.



▲ Inside the Wedge, Shack Pack onto spiky onion platforms to reach a ledge. Shack Pack through hole to get to the Jiggy!



▲ Head to Jolly Roger's Lagoon. Blow hole in MJ's Skull to reach Tiptop. Hatch Egg, then tip baby up with WingWhack.

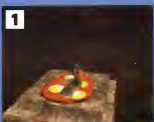


▲ Blow hole in Jolly's wall and descend into Smuggler's Cavern. Glide to rocky island in cave for the game's last Jiggy.

Number Crunchin'

SuperStash the Safe who is in Central Cavern has forgotten his combination. Poor little fellow!

Talk to him, then agree to help him find his four missing numbers.



▲ The first number is in an alcove just to the left of the pool near where George was. Fire in a Clockwork Egg and detonate it on the button.



▲ Above SuperStash is a ledge you can Grip Grab across to the left. Fire another Clockwork Egg into the gap in the red glass and blow up the next switch.



▲ Fly to the mountain top to find a red ledge. Enter and cross the narrow ledge, grabbing the Treble Clef. Fire Clockwork Egg through hole at the end.

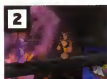


▲ Fly to the Trash Can and fire a Clockwork Egg through the small gap in the back of the can for the last digit. Then go get your prize from SuperStash!

The Final Jinjos

Nearly time to face Grunty. Just five more little squeaky critters to get your furry mitts on to polish off all 90 Jiggies found in the game.

► Split up in Central Cavern. As Kazooie, Glide to where you learned Sack Pack. Use the nearby Shock Spring Pad to reach the little Jinjo who is high up.



▲ Climb up the rafters in Humba Wumba's wigwam to reach another not-so-hard to find Jinjo. You've nearly completed the whole collection.



▲ As Banjo, make your way to the Trash Can and Shack Pack through the little hole in the back. Climb up the straw in the bottle for another Jinjo.



▲ You probably already found the Jinjo who's waiting for you in the Cheese Wedge. Be sure to pick him up, too.



▲ And you probably should have found the Jinjo sitting in the fake Mumbo Skull, too. Which skull is fake is random with every game, so don't count on having the same as a mate!



Cauldron Keep

It's showdown time! Head for Jigglywiggy's Temple and complete the final challenges to open up the final areas.

You should have enough Jiggies to open both Cauldron Keep and the final boss battle. We're nearly there now!



▲ Claw Clamber up the pipe in the Quagmire. Hit the switch on the platform you reach to reveal a Shock Spring Pad, making it much easier to come back here.



▲ Split up. Sack Pack across the moat as Banjo and Glide over as Kazooie. Press the two switches, then enter the Cauldron Keep itself. Just a little bit further!



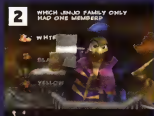
▲ You'll meet Klungo for one last time! He's still incredibly easy though. He'll either turn invisible, split into several copies or turn huge. Peck him three times.

The Final Battle

Old hands at Banjo Kazooie will recognise the quiz show. Answer Grunty's questions correctly to survive and go on to the final battle.



▲ The Hag 1 starts out slowly. Jump its lasers and fire Grenade Eggs straight at Grunty when she pops out.



▲ When she's down to 90 hits, more lasers appear. Jump them and blast her when you can. Answer her questions!



▲ At 80 hits, she unleashes the mortar cannons. Keep running and jump over the shrapnel. Continue to blast her with Grenade Eggs when she appears.



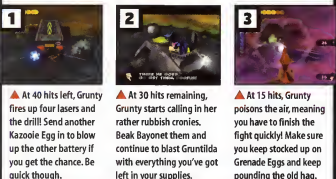
▲ At 70 hits, a second mortar cannon appears. Just keep moving and jump when the mortars hit the ground.



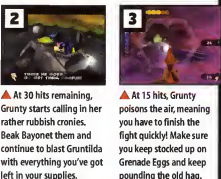
▲ At 60 hits, Grunty will activate the drill! When her engine dies, send a Kazooie Egg through the exhaust port.

Finish Gruntilda

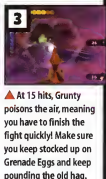
Nearly there! The Hag 1 is having serious engine trouble and the deadly duo are happily hanging in there. Stay calm, this is easy.



▲ At 40 hits left, Grunty fires up four lasers and the drill! Send another Kazooie Egg in to blow up the other battery if you get the chance. Be quick though.



▲ At 30 hits remaining, Grunty starts calling in her rather rubbish cronies. Beak Bayonet them and continue to blast Gruntilda with everything you've got left in your supplies.



▲ At 15 hits, Grunty poisons the air, meaning you have to finish the fight quickly! Make sure you keep stocked up on Grenade Eggs and keep pounding the old hag.



▲ When she's down to one measly hit, she'll whip out her Ultimate Death Magic! You don't want to be hit by this, so dodge her blasts and fire!



▲ You've done it! Grunty is no more and the Isle O' Hags is safe once again! Hooray for Banjo! Hooray for Kazooie! And well done to you, Nintendoids!

That's it!

Well now you can sleep happy in the knowledge you've finished one of the NG4's finest ever games. If you've got anymore Tooie tips just send them in to the usual Your Tips address on page 3. Good going, gamers!



Super Mario Advance



Wage War On Wart Part 1

It may be all cute on the outside, but **Super Mario Advance** is tougher than old boots. So here's how to beat the deadly denizens of Subcon...

Contents

Mario magic with these tips

- ✔ Gaming tips ✔ Choose your character
- ✔ Grass Lands ✔ Deserts ✔ Caves

Banjo's Best Bits

Issue 105 News
Issue 106 Review

WE SAID "For a Game Boy Advance launch title, you won't find much better."

General tips

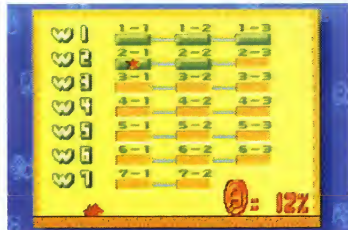
Like all the best Mario games, the crazy mixed up world of Subcon is packed full of secrets and bonuses.

You'll need to know all the hidden tips and tricks if you're ever going to make it through to the end and face the evil Wart.

Aces high

There are five Ace Coins hidden in each level. Keep track of how many you collect by checking the tiny tiny boxes at the top of your GBA's game screen.

▶ Collect all five Ace Coins in a level and you'll earn yourself a 1-Up. This can be a real life saver when running low on lives at the end of a level.



▶ Collect all five Ace Coins on a level without losing a life and you'll be awarded a 100% pass rating for the level. You'll also be rewarded with a fab red star on the level screen.

Choose your hero

There are four all stars to select. Each one is more suitable to a particular level, so let's check 'em out.

▶ Mario's power, speed and jump skills are all equally impressive. This makes him a handy character to use at any time as he can handle most challenges well.



▶ Luigi's power and speed are weaker than Mario's, but his jumping skills are simply wicked! Use him to grab excellent pick ups and ledges with ease that the others can't reach.



▶ Peach is pretty useless when it comes to power or speed, and she can't even jump that high. But her unique floating ability is invaluable for landing on slippery surfaces.



▶ Little Toad is the most powerful of all Mario's mates and he's also the fastest. Forget about jumping though, as the half pint mushroom can barely get off the ground.

Key items

You'll have to search every blade of grass and pull up every vegetable for items, but it's well worth the effort.



▶ **Hearts** These will appear if you bounce a veggie off more than two enemies in succession.



▶ **Heart Radish** Pull these out of the ground to replenish one empty Heart on your life bar.



▶ **Mushroom Block** Found near bosses, they can be used as barriers or to reach ledges.



▶ **Magic Potion Bottle** Throw one on the ground to reveal a magical door to Subspace. Cool!



▶ **Mushrooms** They are only in Subspace, but they replenish your life bar and add a Heart.



▶ **Coins Only** found in Subspace. Use them to play the Slot Machine at the end of each level.

World 1 Grass Lands

Now you know the basics, let's get into the action.

If you're expecting the first world in Super Mario Advance to ease you in gently, think again. This initial level is a beast!

The Grass Lands are crawling with enemies all trying to get their hands, paws and claws on Mario and his pals. There are lots of pretty waterfalls to leap over and clouds to float across, so get cracking!

World 1 Level 1

Use Mario for this level because he's a great all rounder who can make the tricky jumps with his excellent leaps.

He's also the easiest of the four to control at this early stage in the game.



▲ From the start, jump down the cloud platforms. Pick up the first vegetable on the right and throw it at the giant Shy Guy to get a Heart and make Mario bigger.



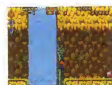
▲ Jump onto the lowest block. When it starts moving up and down leap across to the door on the right. Keep walking to the right on the next screen.



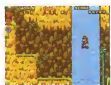
▲ Keep pulling up the veggies in the ground and chucking them at the Shy Guys. You can also jump on top of the giants and press B twice to throw them.



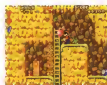
▲ Climb up the vine. At the top the second vegetable on the left conceals a Magic Potion Bottle. Throw it and go through the door to Subspace.



▲ After emerging from Subspace, head for the next area where there is a waterfall. Head to the top until you reach a platform with a door on the right.



▲ Take a running jump across the waterfall to the left. Press X on the D Pad to charge up a Super Jump. Press B to leap extra high onto the left ledge.



▲ Use the bombs to blow the stone away. Go through the door to find a shortcut. Jump up to the left and walk left along the very top of the screen.



▲ Jump down and prepare for your first battle with Birdo. You'll have to fight this egg chucking dinosaur many more times throughout your adventure.

► The first version of Birdo that you meet is pink in colour, which means that she only fires eggs. Jump on her eggs, pick them up and throw them back three times to defeat her.



World 1 Level 2

Princess Peach is perfect for this level because her floating abilities enable her to land safely on the flying carpets and narrow platforms. Girl power!



► Walk along to the furthest platform you can reach on the right to get a Heart Radish. Jump up when the Pidgit floats down close to you on his flying carpet.



▲ Land on top of Pidgit and press B to pick him up and throw him off. You won't control the carpet, but only for a few seconds, so get a move on!



▲ Fly the carpet over to the right. Quickly take a flying leap, or floating leap if you're using Peach, onto the next platform under the Ace Coin. It's close!

► Use the Magic Potion Bottle to enter Subspace and get a Mushroom. Jump into the first pot for a 1-Up Mushroom. Exit Subspace.



▲ Jump into the next pot to get a Key. Go back outside and head right. Use the key to go through the door and head to the right again. Birdo now awaits...



▲ Use bombs to demolish the walls inside the cave. Go up the ladder and chuck yet more bombs. Jump up and right to face Birdo for a second time.

World 1 Level 3

Time to throw Luigi into the action with his better leaping ability which is essential.

► From the start, go right and climb to the top ledge. When you reach the vegetable, dig it up to find a Magic Potion Bottle. Throw it and go through the door.



▲ Pick up the Mushroom in Subspace, then return to Subcon. Head right and jump across the moving logs. This should be a piece of cake for Luigi.



▲ After the logs, keep going right until you reach a platform with vegetables underneath. Pick the one on the left to get a useful Magic Potion Bottle. C'mon!



▲ Nearby you should see a pot that you can't climb down in Subcon. Throw the Magic Potion Bottle close to the pot and wait for the door to appear.



▲ Go through the door to enter Subspace. You should now be able to climb into the pot. You have found a warp that takes you to World 4-1! Result!



▲ Back in World 1-3, go through the door to enter a vertically scrolling dungeon. Keep jumping to the door at the very top.



▲ Go through the door and pick up the Key. As you try to make your way back down you'll notice the unwelcome attentions of Phanto the key guardian.



▲ Phanto can be a real pain as he'll chase you to the bottom of the dungeon. He only attacks when you're carrying the key, so throw it ahead of you to fool him.



▲ Use the key to open the door at the very bottom of the dungeon. Next you have some easy platforms to jump over. Pick up the Orb and enter the bird's mouth.



▲ Prepare to face Mouser the bomb chucking mouse. Stand close to the wall and he'll blast it open with his bombs. Leg it and stand under Mouser's platform.



▲ When Mouser throws a bomb, dash out, pick it up and throw it back at him. Don't hold onto them for too long or they'll explode. Hit him three times to win.



World 2 Deserts

You won't get hot under the collar with our tips

Under the burning desert sun, surrounded by mystical pyramids and sand dunes, Mario and his mates come face to face with snakes, killer cacti and treacherous quads.

You'll be wanting to throw your Game Boy Advance out the window by the time you've finished this level 'cos it's rock hard!

World 2 Level 1

Stick with Luigi for this level as there's one Ace coin that only he can reach. His leaping abilities will also come in handy when trying to avoid the annoying patches of quicksand.



▲ Head past the pyramids. Pick the vegetables to get a Magic Potion Bottle. Throw it near the brick wall and enter Subspace to get a Mushroom.



▲ Back outside, throw veg at the Cobrat in the pot, then climb inside it to get a Heart. Re-emerge and go right. Keep jumping to escape the quicksand.



▲ You'll come across more Cobrats firing pellets. Jump on their heads, pick them up and throw 'em. Search pots for Hearts and head for the next pyramid.



▲ You'll find a Magic Potion Bottle to the right of the pyramid. Go through the mystical door to Subspace and grab the Mushroom that's inside.



▲ Go inside the pyramid. Jump on top of the big purple monster and press B to flip it over. Press B again to throw it and snatch the Heart that appears.



▲ Dig down through the layers of sand by pressing B and C or D on the D Pad. Keep digging, avoiding the Shy Guys, until you reach the ladder.



▲ Climb into the first pot to get a tasty 1-Up. Go through and climb through the door to face Birdo again. You should know what to do by now!

World 2 Level 2

Keep faith with leaping Luigi for now as Level 2-2 contains similar hazards and enemies to the previous stage. You'll need his killer combo of speed and jumping power to beat the end of level boss, too.



▲ Head up the steps and through the right door. Pick up the veg and throw the red shell at the three Shy Guys.



▲ Search all the pots for Hearts. Climb down the large pot and drop down the ladder. Use the ball to throw at the Sparks.



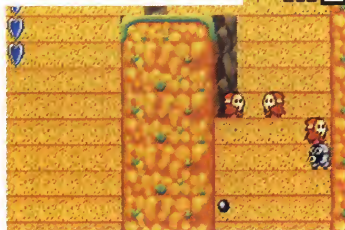
▲ Back outside, leap across the quicksand and go through the door in the cliff side. Use bombs to blow up the wall.



▲ Use the Magic Potion Bottle on the stack of blocks on the left to enter Subspace. Grab the extra Heart Mushroom.



◀ When you reach the vine, climb down and get ready to dig. Keeping to the left, drop down until you reach a pot with a 1-Up Mushroom inside.
▼ Use the Potion Bottle to enter Subspace. Dig back up, to right and enter door.



▲ It's time to meet Red Birdo. This one has better weapons than her pink cousin as she throws fireballs as well as eggs.



▲ You can beat Red Birdo by firing her eggs back as usual. And you can throw the Mushroom Blocks, but dodge the fireballs.

World 2 Level 3

Luigi is still your best bet for Level 2-3. Here you'll have to contend with irritating Beezos attacking from the air and Shy Guys riding Ostrons on the ground.



▲ When you reach the tall sandy towers do a Super Jump to reach the door. Inside you'll find a Magic Potion Bottle, so use it to get an extra Heart Mushroom.



▲ Exit and keep going right until you reach the pyramid. Go inside and drop down into the pot and get a POW block. Exit the pot and fall down to the platform below.



▲ Use the POW block to remove the Shy Guys. Dig through the sand until you reach the central door. Grab the key.



▲ Use the key to open the door, kill the Shy Guys with the giant vegetable and head right until you reach the Orb.



▲ Trydide is the most difficult boss yet. Build up the Mushroom Blocks on the platform to deflect his fireballs. Throw the remainder at him to win the battle.

World 3 Caves

It's time to enter Subcon's dark, creepy underworld

Every level up to this point has been a walk in the park compared to the hazards that await you in the Caves.

There are more enemies than ever before and your fingers will have to move like lightning to handle some of the huge jumps and mean bosses. So without further ado let's get on with the action. Here we go!

World 3 Level 1

Luigi's probably a bit fagged out after all that jumping, so it's time to call up Princess Peach once again.

Her floating skills will help you to land safely on the narrow cloud ledges.



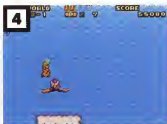
▲ Head to the right, jump over the waterfall and go through the door. Take a leap of faith and jump into thin air over the edge of the cliff. Stick to the middle of the screen as you fall to the bottom.



▲ Land on the platform in the middle and go through the door into a long tunnel. Find the Magic Potion Bottle amongst all the vegetables and use it to open the door.



▲ Enter Subspace and climb down inside the pot if you want to warp straight to World Five. If you want to continue on don't jump down the pot and head back out the door after grabbing the goodies.



▲ Back in Subcon, go through the door at the end of the tunnel. Head upwards until you reach the top Pidgit who loves to swoop down at you on his magic carpet. What a nutter!



▲ Jump up, land on him and toss Pidgit off his magic carpet. Fly straight up as quick as you can and leap onto the vine before the magic carpet fades away into thin air. You'll need split second timing to do it.



▲ When you reach the top you'll see two vegetables on your right. One of them contains a Magic Potion Bottle, so pick it up and use it to add an extra Life Mushroom to your little collection. Ah, that's better.



▲ Hop across the clouds to the right and climb inside the pot. Jump on the rubber ball and toss it to kill the Sparks. Climb back out and keep going right until you reach the grassy platform on the right.



▲ Go down the ladder and pick up the Magic Potion Bottle. Climb back up and head to your right. Jump across to the door and get ready; it's nearly time to face Birdo yet again. She wants to have you this time.



▲ You should switch to either Toad or Mario as they're better at catching Birdo's eggs. Try and keep to her right or the little eggs she fires will knock you clean off the platform and into oblivion.



▲ You can either toss the eggs back at Birdo or pick up some Mushroom Blocks and throw them at her. The Mushroom Blocks are slightly easier, but the choice is yours. Chuck anything to get rid of her.

World 3 Level 2

Speed and strength are vital on this level, so use either Toad, Mario or Luigi. Leave poor Princess Peach at home.

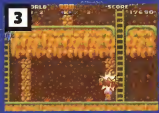
You'll be spending most of the time throwing bombs in murky caves and that's no place for a lady. Only joking!



▲ Go all the way to the right of the screen. Look in the vegetable patch at the end to get a Magic Potion Bottle and use it to get an extra Heart Mushroom.



▲ Go back to the middle of the level and pick up the POW block. Throw it down and then jump through the hole. Drop down the ladder and leap across.



▲ You need to use several bombs to break down the walls in a specific order. Take two bombs from the upper platform to blast the first two walls.



▲ Now use two bombs from the bottom platform to blast away the remaining two walls. Head left and then up through the caves. Watch out, Birdo's creeping up on you!



▲ Eventually you'll reach Birdo. If you haven't figured out how to beat her yet then you must have been sleep-walking through the last three worlds! Do the business to finish the level.



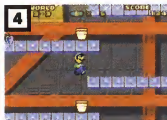
World 3 Level 3

Use Luigi for the first part, but you also need a speedy character so swap to Toad later on.

► Climb the stairs to the right and go right again. Watch out for lots of annoying Ostros carrying Shy Guys and Alabastosses dropping bombs on your head.



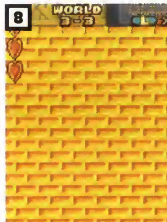
▲ Check out the vegetables next to the small POW block to get a Magic Poton Bottle. Use it to go to Subspace and pick up an extra Heart Mushroom.



▲ Climb up the ladder and hop across the platforms to the right. Go through the door, climb up to the top and get the key.



▲ The best way to tackle this perilous descent is to throw the key ahead of you down the stairs. Pick it up and then throw it again until you reach the bottom.

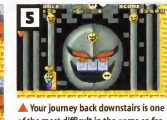


▲ Carry the key through the door at the bottom. Head left and unlock the next door. Jump up onto the series of cross shaped platforms, but make sure you steer clear of the sinister Sparks.

► Climb the ladder on the far left wall. When you reach the end of the ladder, jump over to the next series of cross shaped platforms on the right.



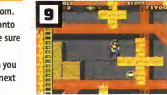
▲ Go through the door and enter the large brick building. Pick up the huge POW block on the right to get rid of the advancing enemies. Once done, head left.



▲ Your journey back downstairs is one of the most difficult in the game so far. The Phanto will be dogging your every move and there's a constant stream of Shy Guys, so be on your guard.



▲ When you throw the key, Phanto will leave you alone and you'll also be able to kill a few Shy Guys at the same time if you throw accurately enough.



▲ Jump across onto the ladder on the right wall and then back across to the blue platform in the middle. Jump to the left platform to dig up two Heart Radishes.



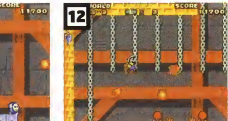
▲ Climb back over to the door on the far right and go through. Climb up the next series of blue platforms, go left and up the ladder past the hanging chains.



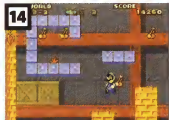
▲ Don't go down the ladder. Instead head up, jumping quickly to avoid the many Sparks that are circulating around the blue platforms. It's a tricky route, but mind you don't get zapped by the evil Sparks.



▲ Jump up to the door at the top via the blue platforms. Head right when you reach the roof and get ready to face Robirdo, Birdo's evil robotic twin.



▲ Swing and jump across the chains to the right, avoiding the Panzer fireballs. Climb up the last chain and jump on the platform to the left. Go through the door.



▲ Pick up the POW block and slam it down to get rid of most of the Sparks. Jump up to the blue platform cage on the left to get a second POW block and clear out the remaining gang of Sparks.



▲ You should use Mario or Toad to battle Robirdo because her metal eggs are extra heavy to catch. Hang on the chains to escape her stomp attack.



▲ When Robirdo throws an egg, drop down from the chain and throw it back at her. Jump back up to escape her stomping, charge and repeat.

Next month...

Phew! It's been a rocky ride, and we're only halfway there. Next month we'll lead you through Snowlands, Forests and Cloud World. We'll even show you how to pummel Wart, the boss of all bosses. Until then...



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London, EC1V 7QP. Or you
can e-mail us at dominic.wint@emap.com

We dish out top Nintendo prizes for
the best letters and stuff we really
like, so it pays to get your letters in. A
big thank you goes to Activision who
supplied the prizes this month.

ACTIVISION



Club Mario!

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✶ Letters ✶ Bowser's Prison ✶ Game or lame? ✶ Mario's Hotline ✶ Mario's Hit List

The Game Boy Advance is here and it rocks! We all love it and we know you do too. But some of you are worried about the end of the N64, while others can't wait for GameCube. Rich and Tim have sorted the good from the bad, so let's join them...



Rich

Tim

"Is there any chance of a sequel to Conker's BFD? At the end it leaves a door open for a sequel, please tell me there will be one."

Tommy O'Connor, West Hampstead

■ We'd like nothing more than a sequel, but at the moment we're in the dark as much as you. **Tim**

■ After the success of the first one, we'd never rule out the possibility of a follow up game. **Rich**

"I was wondering if I should bother buying any more N64 games when the GameCube comes out. Everyone is saying there is no point because Nintendo will put all their effort into the GameCube and forget about the N64."

Joseph Garrad, Hadham Cross

■ Unfortunately, that's the price you pay for progress. The GameCube will be so much better that it will be daft for developers not to concentrate on the new machine. **Rich**

■ Hang on to your N64 though, it's still a top console. **Tim**

MARIO'S WINNER!

"Why on earth was Charlie Samson complaining about Sega making games for Nintendo. If they had made games for the PlayStation he would be even more upset. Some of their games are completely original."

George Newell, York

■ Sega truly are one of the great games designers. We shouldn't really complain at the fact that more games are headed Nintendo's way. **Rich**

"Do you think Super Smash Bros. should come out for Game Boy Advance, 'cos I do. It would be great to play on the bus."

Tom McNally, Bradford

■ Totally agree with you Tom. Any game of the calibre of Super Smash Bros. will do the Game Boy Advance no harm at all. **Tim**

MARIO'S WINNER!

"I wish people would stop saying the N64 is dead. There are lots of games to come out and just because GameCube is coming doesn't mean we have to stop playing the N64. I am still playing my Super NES."

Jonathan Elsbey, Bishopbriggs

■ Good for you we say. The Super NES was a great console and some games are better off on the older systems. **Rich**

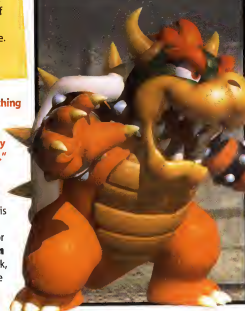
■ The N64 will never truly die. There are just too many great games for it. **Tim**

"Thanks for the GBA supplement in Issue 105. Literally seconds after reading the whole thing I rushed to the phone and ordered one. I just hope it's as good as you say."

Neil Culshaw, Batley

■ It's as good as we say and more. We can't recommend it enough. **Tim**

Bowser's Prison



If you had to do time in Bowser's prison, what three N64 games would you take with you? Send in your list of three titles and why you'd take them and you might be banded up with the ultimate bad boy, Bowser, and win yourself a top game. But please note, you must send a photo with your Bowser's Prison entry.

Ross Chaney

My three games would be...

(1) Conker's Bad Fur Day

Why? Its swearing and film spoofs would have me laughing until the day I was released from prison.

(2) Legend of Zelda: Majora's Mask

Why? It takes ages to finish and collecting all the Masks is fun. The fierce Deity Mask takes ages to get.

(3) WWF No Mercy

Why? I could master moves and fight my way out.



Don't forget to mark your entries 'Bowser's Prison'.

"Please tell me if you know anything about a Zelda 3 coming out, because I'm a really big fan of both N64 quests. I think they are the best games ever made."

Julie Appleby, Middlesbrough

■ After the success they've had with the games, it would be daft of Nintendo to ignore Link and his chums. Any future releases will probably be for the GameCube or Game Boy Advance though. **Tim**

■ If you can't get enough of Link, turn to the Game Boy mag to see Tim's preview of one of the fab new GB Color Zelda titles. **Rich**

Mario's Hotline



Don't bottle it all up, give Mario's Hotline a ring and get it off your chest. Don't forget, you must leave your name and telephone number...

"Why hasn't there been a Street Fighter game for N64 when the GreyStation has them coming out of its ears? I want one now!"
Anon

"I've just seen Super Metroid and it's stunning. The graphics are unbelievable."
Tom Costar

"I wish the GBA had a built in mobile phone so you could call people and link up."
Vicky Shum

"I've got Pokemon Stadium 2 and I think it's the best."
Adam Leonard

"GreyStation 2 owners will wet themselves when GameCube comes out."
Carl Annis

020 7880 7414

"I bought a Dreamcast the other day and I can say Nintendo letting Sega make games for them is a good idea. Just think, the next Zelda game as detailed as Shenmue and those new graffiti art graphics in Jet Set Radio. Nintendo's top quality games and graphics mixed with Sega's creative mind, there could be some top games coming out for the GameCube."

Alex Reed, Radcliffe on Trent
■ The possibilities are almost endless. Sega have produced some cracking games in the past, so let's hope this continues in the future on GameCube. I can't wait! **Rich**

"Like many N64 owners, I am looking forward to the Nintendo GameCube and the Game Boy Advance. I think Sega making games for GameCube is going to be the best thing Nintendo has done, as Sega has the Dreamcast and that is wicked."
Adrian Durrant, Keston

■ Sega had the Dreamcast, but it didn't do a very good job of selling it. Let's hope that Nintendo make more effort when GameCube arrives. **Tim**
■ Dreamcast was short-lived, but there were some cracking games on it that will hopefully find their way onto GameCube or GBA. **Rich**

MARIO'S WINNER!

"Why are people so angry that the GameCube isn't being released in the UK until next year? The Game Boy Advance is being released and it wouldn't make sense to launch two consoles at the same time. There are loads of games to keep people happy 'til the GameCube comes out."
Tom Tromans, Dudley

■ The problem that a lot of people have is that we here in Europe are always the last to get hold of new consoles. **Tim**
■ But Tom's got a point. People need to be patient, it'll be worth the wait. Trust me! **Rich**

"Conker's Bad Fur Day rocks! Throwing bog rolls at the Great Mighty Poo is just the best. Only why 93%? I would certainly give it 98%. It's only 5% extra, but it's as cool as Zelda!"
Adam Henderson, Enfield

■ As cool as Zelda you say? We didn't think it was quite that good, and the age rating stops a lot of Nintendoids playing it. **Rich**
■ The Great Mighty Poo's still class though. His singing's beautiful! **Tim**

Game or lame?

So you think you've got a good idea for a game, huh? Well there's only one way to prove it. Get it down on paper and send it along to Club Mario. Remember to include any pictures or artwork that you have done, and put a recent photo of yourself in there, too. Then post it to the usual Club Mario address and your mug could be sitting in the hallowed pages of NOM!



Name

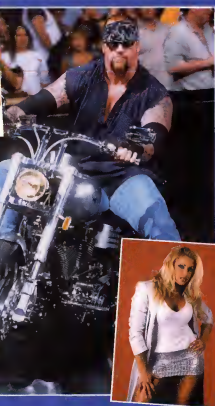
Graeme Johnston

Game name

Pro Wrestling Manager

What's it about?

You star as a successful manager looking to own one of the major pro wrestling businesses. It's your job to scout all the wrestling organisations looking for fresh talent.



Who's in it?

You choose from the WWF, WCW, ECW or NJPW, so all their stars would be included. Not only that, there will be new wrestlers you discover and bring to the ring.

How does it work?

There are a whole bunch of things that you can tinker with including salaries, fixtures and main events. If your TV ratings stink you'll get the sack. If a wrestler is unhappy with you, he'll go against your storylines. You can fix matches by bringing in guest referees and bribing people backstage.

NOM thinks...

This would be a real test of your skills with the real nuts and bolts of wrestling. We think this would be a game to sort the men from the boys. Excellent work, Graeme.

Mario's Hit List

Do you want to see your letter in Club Mario? Are you lost for a hot topic? Why not tackle one of these subjects...

- E3 has been and gone. How do you feel about GameCube's chances now?
- Should Nintendo produce adult games and try and get rid of their kiddie image?
- Do you really want to see sequels on the GameCube?
- It's finally arrived, so what do you think of the GBA now?



Pokémoniacs at the ready!
There's a brand new Pokémon blockbuster on the horizon.
Wanna know more? Read on...

Send all your Poké stuff to:
 Pokémon Centre,
 Nintendo Official Magazine,
 Angel House, 338-346 Goswell
 Road, London EC1V 7QP

Pokémon 3

We were lucky enough to grab a sneak preview of the forthcoming Pokémon film, *Pokémon 3 Spell of the Unown*.

Along with 10 lucky Pokémoniacs we sat back and enjoyed Ash's latest adventure, and we have to say, it's the best yet! Here's what our panel of Poké critics had to say about the film.



Favourite character from the movie?

Opinion was split over who was the best character. Harry thought Charizard was the coolest creature, while Tom thought Ash was the real star of the film.

Best moment?

Not much contest here, as most of our Pokémoniacs loved the incredible battle between Charizard and Entei, which is the undisputed highlight of the movie. Other highlights in *Pokémon 3* were the madcap antics of Team Rocket. What a bunch of loons!

Scariest moment?

Leon spoke for the group when he said Entei was the scariest thing about the film, and once you've heard him speak, we think you'll agree. Other than Entei, many thought the Unown were a little on the creepy side, with their strange powers.

◀ This little gang were the first to see *Pokémon 3*.



The story

The movie focuses on the plight of a little girl called Molly whose parents have been captured by the mysterious Unown.

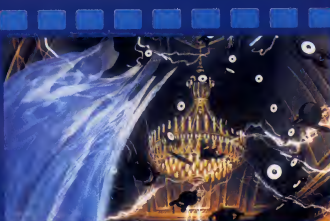
Their disappearance has left her all alone in the world, in a house completely covered in an unbreakable wall of crystals. That is until she wishes her father back, only for the Unown to send Entei in his place.

Ash's mother is also trapped in Molly's crystal encrusted home, with Molly thinking both of them are her parents.

This is where Ash, Professor Oak and the rest of the gang of Pokémon trainers step in, on a mission to rescue Ash's mum and free helpless Molly from the Unown's strange powers.



▲ *Spell of the Unown* sees the return of all your favourite faces including little Pika.



▲ The Unown are strange Pokémon who raised a few eyebrows with our young

Insider info



Once again we've teamed up with Gail Tilden, Nintendo's Pokémon guru. She's the woman responsible for bringing Pokémon to western audiences, and as such, she's the perfect person to field all your ultra tough Pokémon questions...

Q How long does it take to translate the Pokémon film for western audiences?
Kimberly Easton

A It takes about eight months from start to finish.

Q What were the challenges you faced when preparing this latest Pokémon film?
Tom Renolds

A At the end of the movie some of what happened to Moli's parents is resolved, in terms of what happened to them after researching the mysterious Unown. Whereas, in the Japanese version it was all revealed during the end credits, but audiences in the west would be getting up to leave, and would miss that. And we felt that kids would like to feel like they understand how everything is resolved, so we moved one of the scenes into the film itself.

Q Does this film overlap with any of the TV series?
Nathan Bearit

A Very much so. All three films have had a little introduction or preview in the TV series, so if you watch them you're a bit more on the inside when you watch the movie. In the TV series one of the major events that happens is Charizard leaving Ash. Charizard was raised from a Charmander and was one of Ash's favourite Pokémon, and so people are a little surprised when they part company in the series. In the movie Charizard comes back to help Ash in a big way.



Q How many more films are planned for a western release, and how long do you think people will be interested in the Pokémon films?
Shakur Ahmed

A We hope people will be interested for a long time. Pokémon 4 comes out in Japan in July, and they have a production schedule which allows them to do one movie a year. The first, second and third movie did very well in Japan, and we're very pleased with the results of the US releases.

Q What can you tell us about Pokémon World on GBA?
James Partridge

A There's been no official announcement about the next true Pokémon family of games, but we all fully expect more titles for GBA.

Q Have you had any negative feedback from parents as far as the breeding aspect of Gold & Silver is concerned?
Steven Stanwick

A We haven't, but we're trying to de-emphasise the breeding or hatching concept. You just go back and pick up an egg, carry it around and it hatches, so it's very pure. Hopefully if parents do complain, and they've spent any time finding out about what you actually do, they might feel a bit silly complaining. I think it's fun hatching them.

Q In the film, a new character, Lisa, is introduced. Is she going to become a permanent member of Ash's trainer group in the TV series?
Callum McCormack

A Not that we've heard! When we cast the actors who provide the voices for the characters we often know whether they're going to be permanent members of the cast.



Q Are there any definite plans to bring the Pokémon stage show over to Europe?
Kate Coulterham

A We've had a lot of interest from Europe, and our plans are still pending. We did actually just have the show in Dubai, and now it's in Mexico, so we'll see where it heads next. We've filmed it for release on home video, but we may bring it out as a TV special.

Q What's Nintendo's response to Saudi Arabia banning Pokémon?
Will Keenan

A Our response is we really wouldn't want to offend anyone, or their religion. If anyone feels their children shouldn't participate in a certain activity, we have the upmost respect for that. We believe Pokémon's philosophy is a very gentle, kind and caring one, and the aspects of friendship, nurturing and the strategy's of the game are all positive influences.

Q Do you have any idea when the Celebi download machine will be coming to the UK?
Ukari Devjlovic

A In Japan, they introduced Celebi at Space World last August, and I saw all the queues, which was very exciting. I also know that Celebi is the star of movie four in Japan, so we have that to look forward to. But we haven't set the plans yet for how Celebi will make its appearance, both in the US and UK.

What lengths would you go to get a Celebi? What did you think of the latest Pokémon movie? Who was your favourite character? Why not write into Club Mario and let us know...

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Nintendo
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emap active

DOWN YOUR DOORSTEP

It was billed as the biggest NOM giveaway of the year with two lucky Nintendoids walking away with a GBA and a heap of games. But was it you?

Knock, knock

Wednesday, 13 June saw us dust down our road maps and train timetables and head out the office. The job? To deliver a Game Boy Advance and tons of games to two lucky winners.

From thousands of entries we picked who would be amongst the first in Britain to own a GBA, so a huge thank you goes out to everyone who took time to enter the compo, as well as all the companies who supplied the games. Let's take a look at what happened...

**GBA
WINNER**
Daniel Dodd,
Leicester

Leicester

▲ Unlike our boy racer Rich, Tim decided to let the train take the strain from London's St. Pancras to sunny Leicester. An hour and a half later, the lucky Nintendo droid at the end of the line was none other than Daniel Dodd, a firm GBA fan.

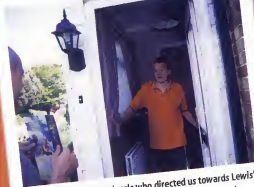
**GBA
WINNER**
Lewis Collyer,
Chandlers Ford



▲ Our Rich bombed down the M3 towards Southampton, in search of lucky Lewis Collyer, one of our GBA winners. Naturally, Rich got a little lost, but eventually he stumbled across Chandlers Ford, deep in the Hampshire countryside.



▲ After a short cab ride, we turned up on Daniel's doorstep and boy, was he surprised to see us! Daniel had seen the GBAs in NOM and was dying to get his hands on one. His Dad was certainly happy at the thought of keeping hold of his cash!



▲ Thank you to all the locals who directed us towards Lewis' house. What a lovely place, full of such friendly folk! And doesn't Lewis look shell shocked when he answers the door. Time to pick your jaw off the floor!



▲ Enough of the gassing, Daniel was itching to get his hands on the Game Boy Advance and the one title he just had to play, Tony Hawk's Pro Skater 2. The young 'boarder was soon grinding and catching air like a pro. What a gamer!



▲ Like a wild animal, Lewis ripped open his goodies. Was he pleased? Just a little bit! Not only had he got the hottest games machine in the world, he's also got the best games. Dumbstruck, we went out into his garden to give them a go.



▲ Next up was Konami Krazy Racers, the excellent cartoon kart racer. Daniel was bowled over by the sound quality and couldn't wait to show off the machine to his mates. If only they had entered the competition, they might have won!



▲ All that was left to do was give Lewis a quick lesson on how to play the games. First up was F-Zero, with Rich totally trashing Lewis. Next, they booted up Konami Krazy Racers, and despite Rich's fighting talk, Lewis romped to victory.

The games

This is what they won!

Super Mario Advance

The king of platformers.



Nintendo

F-Zero

Fantastic sci fi racer.



Nintendo

kuru kuru kururin

Mind bending puzzler.



Nintendo

Tony Hawk's 2

Ace skateboarding sim.



ACTIVISION

Rayman Advance

Gorgeous looking platformer.



Ubi Soft

Konami Krazy Racers

Fun packed kart speedster.



KONAMI

Castlevania

Classic vampire hunting.



KONAMI

BLAG FEST

Do you want to win a GBA, along with Pinobee and Pinocchio? How about a Simpsons, Battlefield Earth or Friends video? Time to win some stuff...



GBA giveaway

It's the handheld everyone wants to own, with the hottest games ever seen on a portable machine. And with the help of our great mates at Activision we've got a Game Boy Advance, a copy of the fun adventure Pinobee and a video of Pinocchio, on which the game is based. There are also two runners up prizes of a game and video. To stake your claim, answer this little teaser...



Q In what year was Disney's Pinocchio film made?

- A 1940
- B 1945
- C 1950

ACTIVISION®



Friends again

If you can't wait to see the next series of *Friends*, then you'd better get entering this compo. Thanks to Warner Home Video, we've bagged five *Friends* Series 7 videos to giveaway. So you'll be able to find out first if Chandler will marry Monica, if Ross and Rachel will ever sort things out and if Phoebe's still as dizzy as ever.

Q Who sings the theme tune to *Friends*?

- A The Picassos
- B The Van Goghs
- C The Rembrandts



Springfield special

Passion comes to Springfield in the latest *Simpsons* video release, *Love, Springfield Style*. The new video contains three of the best cartoons concerning that little four letter word, including the episode where Bart gets a girlfriend, only to find she's a little devil. The video is out to buy now, but those lovely people at Twentieth Century Fox Home Entertainment have given us five copies to dish out to you.

Q What is the name of Chief Wiggum's stupid son?

- A Jimbo
- B Ralph
- C Nelson

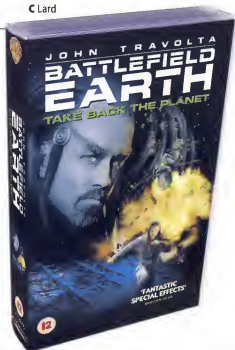


Travolta teaser

Set in the year 3000, *Battlefield Earth* is an epic sci-fi adventure where an immensely powerful alien race threatens to wipe out the last surviving human beings. Can mankind survive? We've got five copies of the video to giveaway, courtesy of Warner Home Video. To be in with a chance of winning, answer this question...

Q John Travolta starred in which rock 'n' roll musical?

- A Grease
- B Oil
- C Lard



How to win ►

- 1 Write your entry on a piece of paper and put it in a sealed brown envelope.
- 2 Copy the address on the bottom of the compo, your name, age and home address.
- 3 On the entry title, write a link to the compo and your address. (Nintendo Official Magazine #344, Atari Age, Angel House, etc.)
- 4 Let us know. E-mail us from clubmario@nintendo.co.uk and describe...

Nintendo News

✓ We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

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Robocop **p87**

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Sabrewulf **p87**

Super Street Fighter

2X Revival **p87**

● Kong clan returns ● Ride animals ● Incredible racing

Game Info

By: **Rare**

Type: **Racing**

Release: **TBC**

One of the most fun looking games to be unveiled at last month's E3 was Rare's awesome Donkey Kong Racing.

The entire Kong clan return in this original take on cart style racing, where speedy motors have been replaced with animals, which the Kongs train, ride and race.

The game features airborne, aquatic and land based animals, and race courses that literally teem with gorgeous looking wildlife and crafty shortcuts.

Those on show include, amongst others, stampeding hordes of rhinos, swarms of wasps and schools of deadly piranhas, all wandering around incredibly detailed worlds.

A major part of the game is based around training up the animals. By collecting fruit and winning prizes, you can turn your wild ride into a thoroughbred champ, as well as choosing animals best suited to individual races, pitting species against species.



▲ What's in the hole? We'll have to wait 'til we play the game.





ong Racing



▲ The laws of physics aren't strictly followed in this game, otherwise this wasp would be very upset, and flat.



▲ Primates, underwater. What next, chimps in space? Do behave.
▼ Rare would like to confirm that no animals were mistreated in the making of this video game. No honestly.



▲ DK really gets irritated by Sunday drivers. Get out of the way you stupid ostrich, Kong coming through!



We think...

It would have been easy to make a follow up to Diddy Kong Racing, but instead, Rare has turned the whole cartoon racing idea on its head, and come up with a game that looks like a real hoot.



Dave Mirra Freestyle BMX 2

Game Info

By: **Acclaim**

Type: **Extreme sports sim**

Release: **TBC**

GAMECUBE
NEW

● First shots ● Extreme tricks ● Cool characters

If you thought Tony Hawk was the king of dangerous stunts, wait till you see what Dave Mirra can do.

Mirra has been BMX World Champion no fewer than 10 times and is a man not afraid to try the impossible, making him a god for all BMX heads, and a great advert for Elastoplast.

Like Tony Hawk's Pro Skater the game features ride anywhere environments, and the sort of super tuned extreme sports gameplay that demands to be played, again and again.

Although details are sketchy at the moment, the game is thought to feature a whole raft of features, including eight of the hottest riders on the pro BMX scene, capable of pulling off over 1300 different moves. How's about that!

There are apparently 12 different areas to ride, including Dave Mirra's very own Eastwood Ramp Park and each one offers different challenges.

Not only is there a great variety of gameplay, with dedicated dirt, street and trick environments, but multiplayer gamers are bound to be impressed with the reported ten different modes on offer.



▲ It's still early days for the game, but from what we've heard, the game already plays beautifully.



▲ All the riders wear proper BMX gear, with some very cool labels on show, check out the D&G T-shirt.



▲ Riding on walls? Does your mum and dad know what you're up to? Don't come crying to us when you fall off.



▲ The variety of environments is nothing short of impressive, with a great mix of urban and country areas.



▲ Apparently Dave Mirra's mate, Tony Hawk, loves his game.



▲ This is a ride anywhere, trick of everything type of game, and we can't wait to play it.
▶ No, it's not us, this BMX bandit is riding upside down. God knows why, he just is.



▲ It's the old super glue on the back wheel gag. Hee, hee.



▲ We didn't learn this in our Cycling Proficiency Test.

We think...

Dave Mirra Freestyle BMX 2 has all the ingredients of a cult game in the making, with glacially cool characters, super flexible controls and a soundtrack firmly on the pulse of the Skate and BMX scene.



Animal Forest

Game Info

By: **Nintendo**
Type: **RPG Communication**
Release: **TBC**

• New for GameCube • Better graphics • Totally original

GAMECUBE
UPDATE

▼ What a cool bedroom. Wish mine was like it!



▲ Don't be fooled by the colourful, almost child like visual style of the game, cos this is a very deep RPG.

Nintendo caught everyone off guard when it recently announced Animal Forest for GameCube. The game was released earlier this year in Japan on N64, and now it seems western gamers are going to get the chance to play an enhanced version of the unique communications game on their next generation console.

The game is unlike any other, set as it is in a virtual village, populated by a strange assortment of characters, from talking chicken and dogs, many of whom have jobs in the village.

Up to four players can have a house on each disc, so you can live in the same village as your friends and family and unlike other RPGs, there's no battling, with the core of the game centred round making friends, playing, working and just about everything else associated with living a real life.

There are also real time elements woven into this mind blowing quest, with distinct seasons, plus night and day, which drastically effect elements of the game.

But the biggest change, if rumours are to be believed, is the ability to play online. We should have more on this over the coming months, but in the meantime chow down on these fresh screenshots.



▲ Some of the houses in the game feature NES games that you can play. How cool is that!

We think...

We never saw this one coming! It may look cute and cuddly, but this game promises to be amongst the deepest RPG games of all time, offering a playing experience like no other title.

Universal Studios

Another new game confirmed for GameCube at E3 was Universal Studios, a game based on the smash hit theme parks in the good old USA.

Like the real deal, the game features all the top rides and attractions, from Back to the Future to the Jurassic Park scare fest.

Without the bumper of long queues or bad weather and with the added bonus of Woody Woodpecker as your personal guide, this is crazy stuff, but hey, it could work!

► It looks a bit empty at the moment, but once the crowds arrive it'll be a buzzing day out, and for once there are no height restrictions on the rides.





Fast News

• Having trouble finding a GBA?

They're the number one must have, and they're in short supply, but our spies tell us that QXL.com have a huge supply, along with all the hottest games. Worth a gander, we'd say.



• DVD playing GameCube. Oh, My, God.

It's been rumoured to exist, and now we can confirm it does. The Panasonic made GameCube plays DVD movies as well as games, and is little bigger than Nintendo's GameCube.

It's due to be released in Japan shortly after the September release of GameCube, but as yet there's no word on a western launch. Boo!



• Dragon Quest GameCube bound?

RPG fans should feel a warm glow if recent rumours are to be believed. The age old Dragon Quest series is allegedly on the way to GameCube. Dragon Quest games are regularly the best selling games in Japan, and now we might get the chance to see what the fuss is all about if it decides to come to these shores.

• Sonic scores on Virtua Striker 3

Our spies tell us that the confirmed Virtua Striker game for GameCube will feature none other than Sonic, along with many of the other characters seen in his games. The arcade version features the spiky one, and Sega have apparently confirmed that all features seen in the arcade game will also feature in the hot GameCube version. Cast your eyes at a shot from the arcade footy sim...



• Namco ready with the big guns

Japanese gaming giant, Namco, is reported to be bringing all its major game franchises to GameCube. August's Space World show is apparently where they'll be unveiled. Tekken, Soul Calibur and Ridge Racer are amongst the titles rumoured to be 'Cube bound.



• DC comic storyline • Dark imagery • Top characters

Game Info

By: **Kemco**

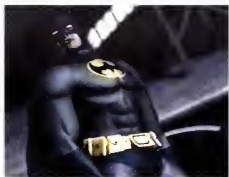
Type: **Action adventure**

Release: **TBC**

GAMECUBE
NEW



▲ Hands up who wants to scream around Gotham City in the Batmobile? You know you want to...



Fans of Batman can be roughly split into two camps, those who love the kitsch 50s TV series, and those who dig the dark ambience of the DC comics. If you are a fan of the former you should look away now.

The reason being is that Kemco's Batman Dark Tomorrow for GameCube, a DC Comics scripted action adventure, promises to return the Caped Crusader to his dark gothic roots.

The game's story is based around the mysterious disappearance of Police Commissioner Gordon, and Batman's investigation to find him.

The makers have promised puzzles and action, with Batman's Utility Belt bursting at the seams with incredible gadgetry. All Batman's favourite haunts are included in the game, with many of them designed by Hollywood's finest set designers, and of course all of Batman's usual foes make appearances.

◀ Batman looks like he's got lip implants, but he's still hard.



We think...

How we'd love to play a Batman game that captures the feel of the awesome DC comics, and Batman Dark Tomorrow might be the game to do it. Fingers crossed.



Game Info

By: **Sega**
 Type: **RPG**
 Release: **TBC**

GAMECUBE
UPDATE

Phantasy Star Online 2

● Play online together ● Battle huge beasts ● Top notch graphics

Online gaming promises much, but there's very few games that have actually delivered a playing experience that lives up to the hype. However, Phantasy Star Online is one such game.

The first Phantasy Star Online game originally appeared on Sega's dying Dreamcast console, and was by popular opinion one of the best games to come out for the machine.

For those of you who don't know about this astonishing game, here's an overview to bring you up to speed.

Phantasy Star Online 2 for GameCube is the latest adventure in the legendary RPG series, and the second that allows for awesome online gaming.

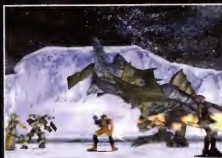
The story, according to our sources, centres on the death of your home world, and the subsequent search for a new planet. A new one is found, and an advance party is sent out to set up a base on the planet.

Years later, a second ship is sent to rendezvous with the galactic pioneers, only for a massive explosion on the planet to sever communications. Now the adventure starts.



▲ Four player fun on the internet. This isn't science fiction, this is the future. Are you ready for it?

◀ Phantasy Star Online 2 features some of the nastiest, big ass monsters we've ever seen in a video game, which has to be a good thing in our book.



Want to be in my gang?

The online aspect of the game allows for four characters to work together each of whom can be customised. They explore the planet, battle monsters and finding weapons and items along the way.



Communication skills

Phantasy Star Online 2 features an innovative communication system that allows people of all nationalities to understand each other through symbols that can be customised.



Fight club

One of the most impressive aspects of the game is the size and variety of monsters. They're massively daunting and to beat them players have to work together to survive as a team.



Super Monkey Ball

● Puzzle fun ● Top gameplay

Game Info

By: **Sega**
Type: **Puzzle**
Release: **TBC**

Ball



▲ The game is massive with everything from frozen wastes to lush forests. It'll take ages to finish the game.



▲ You'll be glad you're not playing on your own when you come face to face with massive beasts like this.

We think...

Can you imagine hooking up with gamers from all over the world and taking part in a massive adventure on a world that's visually stunning, and full of incredible challenges? Thought so. More as it breaks...

It's looking increasingly likely that Sega's Super Monkey Ball will be a US GameCube launch title, and for fans of puzzle games, it might be the excuse to at long last put down their battered copy of Tetris!

Super Monkey Ball first surfaced as an arcade game, and the GameCube version has all the gold plated playability of a coin op classic, with simple, intuitive game controls, and tons of eye candy which will bowl you over.

The aim of the game couldn't be simpler. Guide a family of chimps through 100 colour drenched levels collecting as many bananas as you can. Now throw into the mix surfaces that undulate, crack, tilt and morph into something completely different.

Now, did we mention that the primates are inside spheres, and that you have to roll them through the constantly changing worlds, or that there's going to be a stack of multiplayer options? How long till launch? We can't wait!



▲ It's a pressure driven game as you're always up against the clock. No time for people who dither.

▲ It's a smash hit in the arcades, and it'll be a smash hit on the Cube.
▶ Racing monkeys seems to be the theme for this month's news section.
▶ The game is all set for the launch of GameCube. Will you buy it?



We think...

Super Monkey Ball has the look of a knockout puzzle game with instantly addictive gameplay and top graphics. A superb addition to the already impressive GameCube launch line up.

Advance Wars

Game Info

By: **Nintendo**
Type: **Strategy**
Release: **September**

• Defeat the enemy • Train the troops • Over 100 levels

War is being declared on handheld gaming, as this turn-based strategy game puts the GBA into its sights.

Advance Wars sees you take control of a huge army, battling against enemy forces intent on wiping you from the face of the earth.

By developing strategies based on the different terrain, climate and enemy firepower, you can make your team the best around.

You can use tanks, missiles, mortar shells and helicopters to complete your objectives. Get a link cable and you can even test your skills against your mates.

Better get those combats ironed ready for this hot GBA release.

► "This is a square looking tank, it blows things up." Oh, the joys of being able to read Japanese, it really comes in useful.



▲ Arranging your forces correctly will allow you to take more of an advantage of the enemy. Get ready to charge!

◀ Close range vehicle combat looks absolutely superb. The graphics on display are pretty special.



▲ If you're feeling ruthless, you might like to use a whole battleship against the land logged enemy forces. Go ahead, make your day.

◀ Ready, aim, fire! There's really nothing to this war lark. Whoever put that tank there should have been more careful.

We think...

Advance Wars looks set to be one of the more original GBA titles. The graphics look great and the amount of levels and options should satisfy the most die-hard wargamers out there.

Mario Kart Super Circuit

It's the title we've all been waiting for, and it's shopping up to be on absolute corker, with enough frenetic, fast paced action to keep you totally addicted.

The GB Advance version of Mario Kart takes all the best bits from past releases of the game and improves upon them.

Power ups from both the Super NES and N64 titles will be included, with the return of the red Homing Shells and the collectible coins.

The game has 20 tracks to start with, but there are loads of hidden extras for you to find and unlock along the way.

With a one-cort, four-player link up option, this title should be very high up on your GBA shopping list.

► This game is going to settle a few arguments in the NOM offices. The link option will, once and for all, separate the wheat from the chaff. Who's the daddy now?



Ones to watch

The launch day line up was pretty impressive, but the GBA revolution doesn't stop there. Check out these massive games heading to your favourite handheld in the near future.



Robocop

Robocop sees you controlling Murphy, the mechanical crime fighter who must rid the streets of punks and bring down OCP. The game looks just like the classic arcade version and should be an instant winner with everyone.

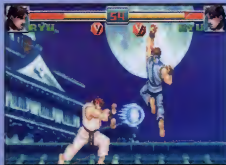
Out winter 2001



Final Fight One

The Mad Gear gang has kidnapped the mayor's daughter and it's up to you to rescue the girl. Controlling Cody, Haggar or Guy, you must roam the streets bringing justice. Final Fight One should easily measure up to the original.

Out spring 2002



Street Fighter 2 Turbo

The classic beat 'em up is sonic booming its way onto the GBA. Including all of the characters from the final Super NES incarnation of the game, fighting addicts won't be disappointed when this baby is released.

Out spring 2002



Breath of Fire

In this GBA conversion of the Super NES RPG, you must lead the brave hero, Ryu, the last of the clan of Light Dragons, and his companions through vast landscapes, as you attempt to defeat the mysterious Dark Dragons.

Out TBC



Prehistorik Man

An Autumn feast has been planned in Prehistorik Man's tribe, but there's no food for the banquet. It's up to you to guide the hungry Neanderthal across five levels to collect enough tucker for the party before starvation sets in.

Out winter 2001



Lego Racers 2

Get your hands around this little racer and you can build your vehicle from the ground up. Then race it around speedy, colourful courses against the opposition, or your mates. Lego Racers 2 really shows off what GBA can do.

Out September 2001



Planet Monsters

Planet Monsters sees you trying to outwit your three opponents by laying tricks and traps for them to fall into and disappear. Spanning over 40 levels, there'll be no end to the chaos you can create. Better get your thinking caps on!

Out September 2001



Rogue Spear

A tactical espionage thriller on your GBA. You'd better start believing it because this classic is being shrunk to fit on Ninty's new handheld. Have you got what it takes to stop the terrorists and save the planet from destruction?

Out TBC



Sabre Wulf

A mysterious master is controlling the Sabre Wulf making him steal all of the valuables from the land. As Sabreman, you must head the hunt for the wretched beast and reclaim the missing gems before you're ripped to shreds.

Out TBC

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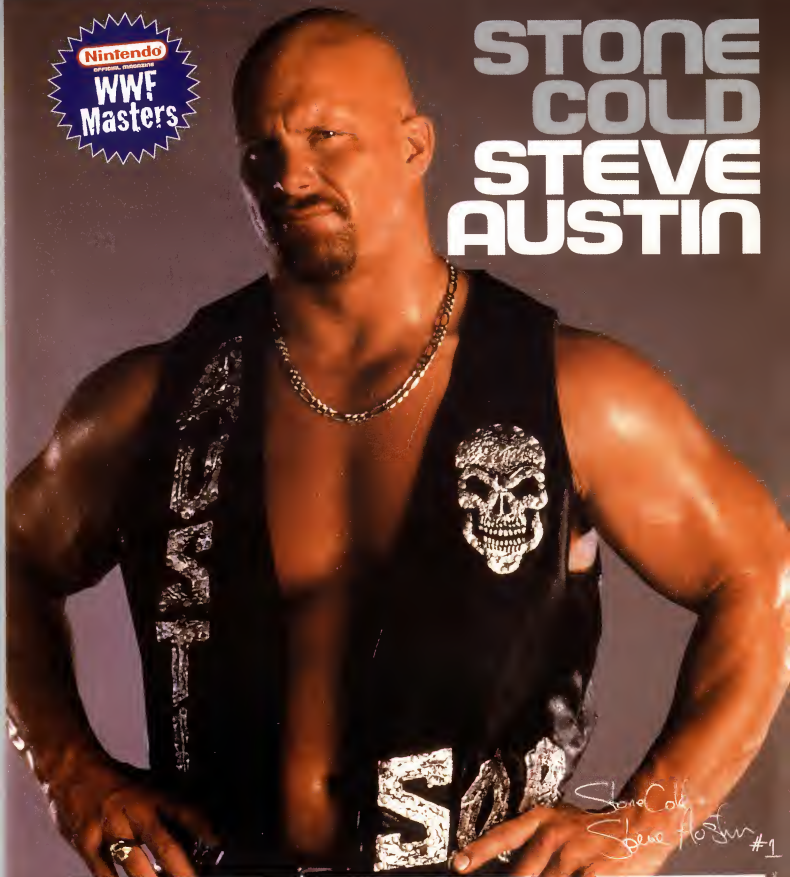
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ts GameCube News Club Mario



STONE COLD STEVE AUSTIN



Factfile

From Victoria, Texas

Height 6' 2"

Weight 252 lbs

Finishing move
Stone Cold Stunner

Did you know?

- 'Stunning' Steve Austin's debut was in the WCW federation in 1991. He stayed there for five years, winning the TV title twice
- Steve is married to WWF babe Debra. The ceremony took place in Las Vegas last September
- After defeating Jake 'The Snake' Roberts at the 1996 King of the Ring, Steve declared that Austin 3:16 says: "I just whooped your ass!"



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I landed the Juicechopper on the other side of the canyon and, following Loreth's instructions began to trudge east in search of a ruined castle.

I discovered it in the clearing of a wood of black dead trees just as the two suns were beginning to set, and was very relieved to slam the heavy iron door behind me.

I had just settled down to sleep when I heard footsteps.

I span around, but there was no one there. Then a shaft of moonlight fell upon a piano in the corner.

Gradually a hand print appeared in the dust. Like the one on my cheek when Lucy Pritchard discovered I was going out with her best friend.

I heard a voice muttering to itself, but could only catch a few words, "...key... Rowntree..." I strained my ears to hear more; "...hidden 'til it rusts to dust." There was a grating, like a stone being removed. So, a clue to the Rowntree was hidden behind a stone in this room. But there were thousands! I tried to hear where the footsteps were coming from, but they echoed confusingly off every wall. If the floor had been as dusty as the piano, I could have traced the footprints, but the ferocious wind whistling under the door had blown it all away. I sat down to think, biting into a

Busting

Bug and

Watching

its

blood-

red-juice

ooze out onto the

flagstones. How could I

find out where he

had hidden that

key? Visit me at

www.helpkit.co.uk

and leave your answer.

Then I'll contact

you.

DAY 24 THE FAR SIDE OF NEEDLE CANYON.

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THAT I HAD

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